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NEWS & REVIEWS

8 NEWS

It's Scoop time. Check out the first pictures of Arkenoid, Gauntlet, the mysterious Project X. These games are so hot, it's a wonder the pages aren't singed. Win 200 free Games and meet C-VG's Adventurer of the Year. Check out the AMAZING screen art work sent to us by our readers. Unbelievable!

13 REVIEWS THIS ISSUE:

Nemesis and 10th Frame get the ultimate accolade for March. And the hits keep on coming — Super Soccer and Super Sunday both score. Not to mention Sky Runner, Highway Encounter, Dunjinz and Strike Force Harrier.

61 ADVENTURE

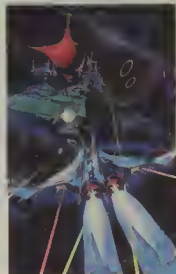
Kelth Campbell and his team get to grips with Labyrinth



JUST LIKE TNE MOVIES/ 50



KAILLIBER — MAILBAG/102



NEMESIS/13

You are going to be glad you picked up this really wicked issue of C+VG. We've got features and competitions that will tempt you right into next month! Win tickets to the NFL's **American Football** exhibition match due to be this summer. Meet **Gerry Anderson**, the puppet master who created such vintage sci-fi shows as *Thunderbirds* and *Captain Scarlet*. Read about his new TV project and win copies of classic *Thunderbirds* episodes. Talking of videos to win, you can also pick up copies of *The Last Starfighter*, an exciting space movie in the *Star Wars* tradition, which inspired the *Star Raiders II* game soon to be released by Electric Dreams. Read about the incredible **Cinemaware** software which makes you the star of the silver screen. Our cover story features **Cholo** — the new Firebird game selling out to challenge *Elite*'s cult status. Join the Ratpack and beat the droids with our exclusive players guide. The Edge's **Arcade Action** features all the hottest games from the recent arcade trade exhibition. See what will be hitting your local arcade action **BEFORE** it arrives. Talking of arrivals our new comic hero **Lieut Lawr** starts laying down this month. And before I go, I'd just like to thank everyone who sent Christmas cards and seasonal greetings. Better late than never! I guess. Now, turn the page and be amazed.

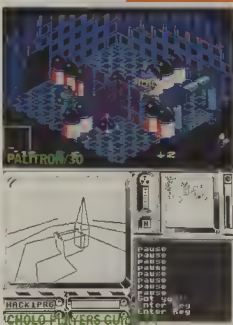
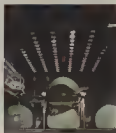
Tim



10TH FRAME/13



GERRY ANDERSON INTERVIEW/8D



HULK SOLVED/66



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With monitor, datacorder £100 of software you (Until mummy catches you)



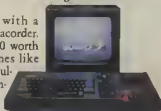
With the Amstrad 464 home computer the fun starts as soon as you get it home.

Because unlike many other home computers the 464 comes complete with its own green screen or full colour monitor.

It also comes with a convenient built-in datacorder.

And you get £100 worth of software with games like Harrier Attack and Sultan's Maze. Not to mention Oh Mummy.

64K of RAM

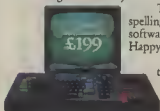


means you have plenty of memory to play with. And there are over 200 Amstrad games you can play, many exclusive to Amstrad.

But games are only half the fun on the 464.

The kids can learn spelling and arithmetic with software like Wordhug and Happy Numbers.

Whilst adults will love the way that it helps around the house with budgeting and accounts.



recorder and
you can't lose.
(It saves you.)



To help you make the most of your 464, you can join the Amstrad User Club.

And there are lots of books and magazines devoted to it as well.

What's more you can buy joysticks, printers, disc drives, speech synthesisers and light pens to make it even more fun.

But perhaps the most pleasurable thing about the 464 is the price.

The complete home computer costs just £199 with green screen or £299 with colour monitor.

Not much to pay for a chance to get away from mummy.

CVG. 3.87 Please send me more information.

Name

Address

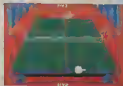
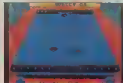
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NEWS

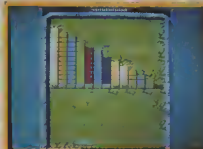
■ **Air Hockey** is one of the more unusual games on this sports compilation from **Mindscape**, released in the UK by **Adventure** — the people who brought you the conversions of **Hordbowl**, **Indoor Sports** consists of 10-Pin Bowling, Darts, Ping Pong as well as Air Hockey. This game, which should be available now, is great value at just £8.95.



■ **Creative Sparks** releases four new budget titles this month — **Little Allan** (Spectrum), about a little green thing's search for a lookalike impostor; **Smudge** and the **Moonsies** (Spectrum), involving chimney sweep antics; **Super Shuffle** (Spectrum), about a slat machine with a brain. All these will sell for £1.99. **Cyber II** (Commodore 64) is a space shoot 'em up, selling at £2.99.

■ Ever wanted to be a hot shot reporter? Course you have. There's nothing more exciting than tracking down that scoop story and

seeing your name on the front page. Now you can have a crack at writing the story of the year — all about a mysterious murder. **Mike Lewis**, half of the team who brought you the innovative adventures **Redhawk** and **KWAH!** is currently working on a new detective style adventure called **Murder at Arkham Hall**. In it you'll play a reporter who uncovers a dastardly murder and sets out to find out who-dunnit! This exciting two part adventure will be out soon from **Melbourne House**.



■ Peel your peepers for these exclusive looks at **Arkenoid**, **Quartet**, **Enduro Racer** and the mysteriously named **Project X** all bring written by Probe Software.

■ **Arkenoid**, to be released by **Ocean**, is at the Breakout-type coin op smash. It's fast addictive and plays like a dream.

■ Apologies are due to all you Commodore 64 owners who ordered **Ikarl Warriors** with the recent Computer + Video Games Subscription offer.

Elite will not now be producing the game for your computer. However we can offer you a choice of **Ghast 'n' Goblins**, **1942** or **Paperboy**. Please write to Carl Dunne, Computer + Video Games Subscription Offer, Priory Court, 30-32 Farnington Lane, London EC1R 3AU.

■ Giant animated characters inhabit the world of **Doc the Destroyer** a new D&D style game, on the way from the **Warriors of Oz** — **Melbourne House**. If you've played games like **Ultima** and **Bard's Tale** you'll know the sort of thing. But **Doc** features giant animated characters. Watch out for more news.

■ It's not often we talk about utilities within the pages of C+VG but here's one you should NOT miss. It's called **MicroRhythm** and it's simply mega-fab. It turns your 64 into a drum machine for just £1.99. **Firebird** may be mad



selling it for this price! Write whole songs on it or just play around making real noises which sound as good as anything you'll hear from the cheaper drum machines. All we've got to say is — hip, hop dan's stop!



The screen shot is from the Amstrad version. It has 32 rounds, the same as the original, and contains all the same features such as a extra lives, slow motion, enlarged ball and a laser gun to blast the bricks to pieces.

Quartet and **Enduro Racer**, on the **Activision** label, are again arcade classics. In

Quartet you control a three man and a girl team out to destroy a colony of space pirates. It will be a two player game but there will be a four player option. **Enduro Racer** is an all action bike race thriller.

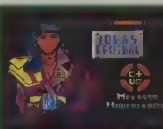
The shot for **Enduro Racer** is from the Spectrum version. The action is super fast as the bikes

■ A couple of classic Jeff Minter games, **Vaidrunner** and **Heligate** are to be released on the C16 by **Ariolasoft**, price £6.95.

Other new Ariolasoft releases will be **Blitzkreig**, a strategy and action game based on **Len Deighton's** best-selling book of the same name. Lead the German forces against Britain in the "historically and geographically accurate" game, says Ariolasoft. It will be out first on the Commodore 64/128 cassette and disk soon.

■ **Konix**, makers of the **Speed King** joystick, has won the New Enterprise Award in the Welsh National Business Awards 1986. **Wyn Hallaway**, managing director of the Tracelagor-based company received the award from **Sir John Harvey-Jones**, chairman of ICI.

■ **The Growing Pains of Adrian Mole** is due for release any day now by **Virgin Games** and **Mosaic**. The game, like its predecessor, **The Diary of Adrian Mole**, has been programmed by **Level 9**.



■ That Big Red screen by **Mika Kaulius** has inspired quite a few readers to sit down at the screen and come up with some art work. **Sam Mahabul** from North London has been drooling over the lovely Melissa Ravenhome and produced the neat portrait of his 64. Sam

suggests that we have a computer art competition — and that's just what we'll be doing in a couple of months time. Just let us sort the prizes out! Meanwhile, **David Sowerby**, from Leeds is obviously a 11. Lawrence fan going by this stunning pic produced on — you probably won't believe this —

an Electron. All this artwork and the massive response to our art competitions has made us think that you'd like to see a computer art page in our forthcoming issues with software prizes for the best stuff. So if you've got some graphics you want to show off then send them to: **Art Computer and Video Games**.

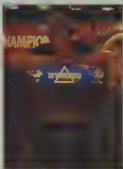


racas against the clock across some rough, tough terrain, avoiding rocks and water traps.

Project X — to be released by Probe — is the final game but it deals with the exploits of **Trantor Anacron** in his quest to find vital plans in alien hands.

The plans are hidden among a 45 screen complex. Trantor has around 45 seconds to get to each level and gain extra time to survive. The graphics — and these are not the finished ones — are already extremely impressive.

Probe is also working on **Slaplighter and Rampage** for **Ocean**, and **Metro-Cross** for **US Gold**. More news and pics on these next month.



■ Who's this fresh faced chap with a sensible haircut and healthy complexion? Yes, it's none other than **Julian Rignall**, whose words of wisdom now grace the pages of **Xenopl** back in 1983 our Joels was a regular C+VG arcade reader and entered our Arcade Championship which he won.

playing **Galega**. Now he probably wouldn't be seen dead in a C+VG t-shirt — but it just goes to show that reading this magazine can change your life.

We did it in October and November of last year and you love it. Now we're going to do in March and April. And it'll drive you crazy.

Thanks to our pals at CRL, we've got 200 copies of **Pete Cooke's** fantastic **Academy** up for grabs on a first come, first served basis. And that's an opportunity not to be missed.

In January we made **Academy Game of the Month**. In February we put the game on our front cover and brought you an exclusive players guide. As you may have guessed we like **Academy**. And you will too.

All you have to do is to collect TWO **Academy C+VG** tokens. One is printed on this page and the

other will be printed in our April issue in just 28 days time so there's not long to wait. Order your copy from your local newsagent to avoid disappointment.

Send these two tokens to **Academy Offer, CRL, CRL House, 9 King's Yard London E1 5 2HD**, and don't forget to send it with the coupon below.

When we run a similar offer for CRL's **Cyborg** around 2000 of you sent in tokens. So the quicker your tokens arrive the more chance you'll have of getting a copy.

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NEWS

I'd meticulously followed the instructions from London. I'd opened the parcel containing map, compass and emergency rations as I left the M40 and here I was. I had arrived. Or at least I thought I had, writes **Steve Zucker**.

Here I stood in something resembling the set for **Dark Crystal**, wizenad wizards, dragons breaking out of shells and trolls surrounded me. And they told me I was going to visit a pottery.

Well I suppose it was really, but then owner Graham Piggett is no ordinary potter: it was Graham after all who created the amazing wizard for C+VG's 'Adventurer of the Year' prize.

When he began his pottery some 19 years ago, in Bladon near Oxford, plates, pots and pens were his staple fare. But it wasn't long before his imagination was in adventure and he was turning out the most extraordinary fantasy figures... and they just got weirder and weirder.

Recently he's been busy making models for a forthcoming feature film along the lines of **Dark Crystal** and **Labyrinth**.

"It's great doing film work" said Graham. "There's tremendous scope for plumbing those dark recesses of one's imagination".

■ Meet **Paul Exley**, C+VG's Adventurer of the Year. He's pictured receiving his unique Dungeon Master trophy from Deputy Editor **Paul Boughton**.

Paul, 16, from Bury, Lancashire, triumphed over all other contenders with his wide and expert knowledge of adventure games.

As part of his prize Paul was taken to Elstree Film Studios where

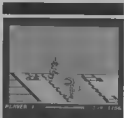


the BBC film their smash hit TV series **Grange Hill**, now an adventure game from **Argus Press Software**. Paul saw future episodes being filmed.

■ Here's a value for money package for 64 adventures **Incentive** have repackaged the **Kat Trilogy**, stuck it all onto one tape and built in a map drawing program so you can do away with all that messing about with pen and paper. This three for the price of one package sells for just £7.95.



■ **Nemesis** or **Delta** While will be the top shoot 'em up over the next few months. **Nemesis** is reviewed in full later on so here's a look at **Delta** from **Thalamus**. It's superb fast action crash, bash and wallop in space. Your finger finger will have to develop extra muscles to cope with the action. **Delta** will cost £9.95 on cassette and £14.95 on disk.



■ 'Alto, 'Allo, 'Allo. What eez ol theest? Yes **Inspector Gadget** is on the trail of those crafty MAD agents in the **Circus of Fear**.

Gadget has to use all his technological tinkery—elastic legs, roller skates, hammer and a helicopter to overcome those villains.

More on this French hero next month's C+VG. See the Next Month column on this page.

■ Remember spaghetti westerns? They were wild west films made by Italians in Spain. Well **Grenlin** have come up with their version—**West Bank**, a wild west game made in Spain.

It features life-like animation of the citizens of a Wild West town. You play the hero—collect money from the citizens of Soft City and shoot the badasses who try to steal it from you both on your way to the bank and in it.

WEST BANK will now retail across the following different

machines at £4.99 for cassette and £7.99 for disk. Spectrum, Amstrad CBM64/128, and following soon on BBC/Electron and C16/Plus 4.



■ A man's head appears in the sights of a gun. A shot rings out. A bullet hole blooms on the man's forehead. He falls to the floor. Sirens wail.

The scene changes to the man lying dead in the street. That's the dramatic and blood-thirsty start to **The Sidney Affair** from **Infogrames**.

Yes, it's another criminal investigation in the form of **Vera Cruz**. You must take statements and interview witnesses and suspects before making an arrest.

The Sidney Affair will be out on Spectrum, Amstrad, CBM 64, MSX, and IBM.

Meanwhile France's best-selling cartoon book series is **Passengers on the wind**, a swash-buckling adventure packed with galleons, battles and romance. A computer game based on the book is now out in France and the English version should be out in this country during March.

■ The **Liberty Star** is apparently the hottest fighter in the galaxy. You can find out if it's true in **Electric Dreams Star Raider II**, out soon on Amstrad, Spectrum and Commodore 64 (£9.99). The future of the Atonian federation is in your hands. But Chut, the evil Zylon Master has other plans.

Other up and coming Activision/Electric Dream games are **Koronis Rift** on the Spectrum, **500CC Grand Prix**, **Badtron** and **Firetrack** on the BBC and CBM 64.



■ **Butch Hardguy**, is he the man to finally prove that Rambo is really a boy? **Advance Software** hope he is as they launch

Hardguy, which should be a humorous and tongue-in-cheek take off of the Sly Stallone tough guy. His motto is "Who Cares Who Wins." Out soon on the Spectrum for £7.95.



NEXT MONTH

■ The C+VG office was suddenly plunged into darkness. A shot rang out followed by a hideous scream. Panic. The lights came back on. The Ed was sprawled on the floor, a bullet hole through the padding of the right shoulder of his rather exclusive Dynasty-style jacket.

Who had tried to murder Matcollie while he was drinking his coffee?

There were four people in the office at the time and opportunity and motive. Was it Paul, the Dep Ed, other quick promotion? Was it designer Craig, driven to a fury after Matcollie refused to allow him to use blood red throughout the month? Was it Simon the sub, upset because Tim was drinking coffee out of his cup? And what about the lovely Lady? What dark secret was she hiding behind those big, baby blue eyes?

This was clearly a case for **Inspector Gadget**. And next month this famous French detective will be under investigation as we check out his latest adventure **The Circus of Fear**.

In fact next month's C+VG is packed with corpses and detectives. There's an invitation to **Marshall M. Rosenthal's Murder Party**, a map of **Sam Cruise** and **Kevin Campbell's** solution to **Shirlock**.

There's also a 16 page adventure supplement with the latest on **Gold of Thrones**.

April's C+VG will also contain the full results of the **Golden Joysticks**, the awards software houses will tell for, a report on the latest US games, news from the 2nd British Play-by-Mail conference, an extremely stylish American Football poster, a look at high-tech life enhancers, video reviews.

And that's all in addition to the reviews, news, IDEAS Central, Arcade Action, competitions and anything else we can squeeze in.

Whodunnit? Whodunnit and we'll be doing it every month. Make sure you doing it with us.

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C+VG

REVIEWS



GAME OF
C+VG
THE MONTH

For a start, here's our top pick: the game which, in our view, provides the most enjoyable, original and exciting game release of the month. With a little bit of luck, it will be a best-seller, but for that extra added ingredient, which makes the game stand head and shoulders above the rest.



For symbols, the way of telling you the game is the B.I.N.

'Who wrote your review?' 'I did.' 'Such a pity.' 'I did often ask. No, it's the willy ones, they demon.' 'So that's what we're doing.' 'So that's what we're doing.' 'So that's what we're doing.'

TIM MEYER C+VG's veteran editor enjoys a short 'em up, arcade adventures and basket weaving. **P.B.L.** "All in all C&A." **BO. GILTON** Stick sports simulations are Paul's thing because he can wear his smooth track suits at the same time.

LES T. WALKER Sorcery was still a last's favourite. With anything ever match up to? **LES & FAITHMAITS** Star of Radio Lancashire and one reviewer. Les will hardly deny type of game. What's more? **CHRIS "Daddy" CAIN** The man who owns an Amiga but still plays C&A games for fun!

MAKAN ARKUS C+VG's Atari addict is now a dodgy game when he sees one. **NICKY TRIVITT**, the original Nicky is our referee. **T.B.** a expert. **DAVID BISHOP** Our man with an Amstrad and a wicked way with words.

10th

FRAME



NemesiS

► MACHINES: SPECTRUM/AMSTRAD/COMMSY
► SUPPLIER: KONAMI
► PRICES: £7.95 (Spect) £8.95 (Amstrad)
► REVIEWER: TIM

It's here! The Number One Arcade Game of 1986 is now on YOUR home computer. Konami have released this coin-op classic on their own label — and it's a real blast. It may not be as fast as its

arcade cousin but it's just as playable.

If you've not seen the arcade game — where have you been hiding? — you won't know that it's a sort of super-Defender.

Lots of action, combined with total addictiveness make the computer version of NemesiS a must for true gamers.

Seven levels of increasingly difficult zapping with some truly spectacular nasties await you.

You begin the game in the sedate surroundings of deep

space. Suddenly some swirling blue gizmos come at you in waves. Destroy an entire wave and a pod appears which contains an extra device essential to success. And that's just the beginning of a whole new adventure.

Collect a pod and one of the six icons or boxes light up. The boxes are Speed-up, Missiles, Double, Laser, Multiple and the mysterious '7'. Speed up is obvious, it enables you to duck and weave faster than normal.

► MACHINE: CBM 64/SPECTRUM/AMSTRAD
► BUYER: US GOLD
► PRICE: £19.95 (SPE. TRUM) £3.99 (CBM 64 AMSTRAD)
► VERSION: 1.00 CBM 64
► REVIEWER: BRIAN WEBSTER

Roger and Bruce Carver are already famous for their golf simulation on the CBM 64, which is starting to become the standard of sport simulations on the computers. This game has been based on the characteristic values of Leaderboard. The way you bowl the ball is very similar to the way you hit the ball in leaderboard.

The man involved in 10th Frame also looks similar to the golfer. The animation for the run-up to bowl the ball is off the highest quality. The movement of the ball moving down the bowling alley can be a bit jerky, but this does not spoil the enjoyment of the game. The skittles may look a bit small but

are adequate for the game. To help you decide on when to bowl the ball, there is a view from above, above the bowling alley. This can help you get some of the almost impossible shots.

To bowl the ball you have to position the man from where the run-up starts, then on the bowling board you can take. After you have positioned the man you have to think on the speed and hook of the ball and the way you do in Leaderboard.

Now the ball is rolling. How many pins are left? Now the frame is over and all if you select the Practice Bowling option then you can have up to eight players involved. After you have chosen you get the chance to select the skill levels, i.e. Amateur and Professional. Then you are given the choice of one to five games.

If you choose the League

bowling option you have to enter the names of two different teams, with up to four players in each team. This section also allows for any skill level and the choice of up to three games.

Each man wears a different colour so you can tell who go it is without looking at the names. At the end of a round a scoreboard is displayed in Leaderboard fashion so you can see who is leading the competition.

If you fancy having a sneak practice game to improve your skill then the practice option will come in handy. At the end of each game you are given the option to dump the scoreboard to a printer, so that you can keep a record of any high scores you get. This game has, as far as the best thing to come out of Amstrad since Leaderboard was released. If you have got the right computer then rush out

and get a copy of it quick, but do not pester your local software shop too much for it.

► GRAPHICS: 3
► SOUND: 3
► VALUE: 10
► PLAYABILITY: 9

Missile equips you with a ground to air projectile which knocks out ground emplacements. Double gives you another gun which fires at 45 degrees — useful for KO ing nasties at the top of the screen. Laser wipes out everything in your line of fire — although you can't have it as well as Double and Missile, it's either one or the other I'm afraid. Most of the time it's better to make use of Double and Missile-Laser is useful when you're knocking out end of level mother ships. The 'Z' gives you a random device — some pods act as 'Smash' bombs zapping everything in sight!

All the elements of the arcade version are in the ready Easter egg. The game has a peton dinosaur with a big bobbe things, and of course, the horrible alien with a light at the very end.

Pick up the game, the mode and the game. The whole lot of stuff is in the screen — and nothing is out of down. Amazin'.

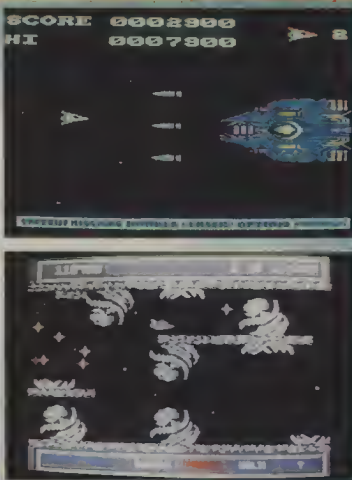
Graphics are colourful and sound effects pretty good. The theme tune could be a bit punchier however!

Playability — well MSX and CBM owners couldn't really ask for much more. The Amstrad demo version I saw looked a bit slower and amazingly colourful. Spectrum versions weren't available at the time C+VG want to press.

The game scrolls along smoothly — the computer determines the speed but you can zap backwards and forwards at will shooting, dodging and weaving. Neat stuff!

Not much more can be said about this coin-op conversion, except that it's FUN with a big F.

► GRAPHICS: 3
► SOUND: 3
► VALUE: 10
► PLAYABILITY: 9



C+VG

3

REVIEWS

RANARAMA

Ranarama sees Steve Turner's return to his unique world of magic, spells, runes, potions—and frogs!

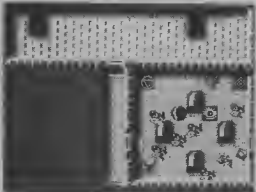
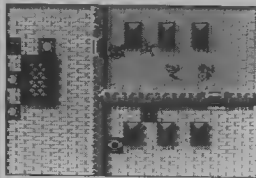
The Dragonfire man serves up more of the same but in a far more accessible form. The problems are still there to be solved but in *Ranarama* they don't bring the game to a halt while you spend a frustrating few hours trying to solve them.

You control Mervyn, a Sorcerer's apprentice, who has inadvertently turned himself into a frog while trying to brew a potion to make him, tall, muscular and handsome. Some mistake, eh?

But it has allowed him to escape capture during an invasion by evil werlocks.

The aim of the game is for Mervyn to tackle 12 wizards found on each level of the game, guarded by evil troops scattered around the many rooms. There are eight levels in all. The rooms are viewed from above—Gauntlet style—but they only become illuminated when you enter them. On average you get around five rooms to a screen.

Succeed in capturing a wizard and you enter a sub-game



▲ It's tough being a frog in this company!

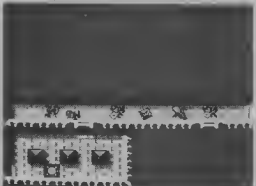
which allows you to build up your magical spells. Basically this is sorting out the jumbled up words of *Ranarama* against the clock. It's simple but you always find yourself pecking. Unscramble the jumble and you are rewarded with extra

strength.

The missiles, power and shields you gain are all graded to match the nasties on different levels.

Some of the game features are: Magic Bolts: Eight kinds of bolts of increasing power.

▼ Corridors of power make *Ranarama* a winner



Lesser bolts will not kill powerful manies.

Secret Doors: Not all are obvious. Watch for the enemy walking through walls or tunnels and lead nowhere. You can use a Find spell to find them in any room.

Generators: Various objects generate manies.

Many Minions: The evil wizards and minions move about intelligently on each dungeon level on their own but will not change levels. There are 12 wizards on each level to find and destroy.

Magical Transfer Points: On the floor can be found magical signs. These can be used to

transfer to other levels.

Power Points: You can use these to attack all manies within the room.

Magical Spell Points: You can cast spells to increase your power on these points.

Clairvoyance Points: These can be used to obtain a map of the current level. Only the places you have been are revealed.

Manies can be killed by colliding with them but you lose energy in the process.

Energy levels can be loose by collecting spinning energy crystals or by firing up another power spell. When your energy drops low the frog sparks and flashes.

On the floor for all the rooms are various "glyphs" which are activated by stepping on them and pressing the fire button.

GLYPH OF SEEING: All rooms explored so far will be shown on a map.

If you have the SEE spell werlocks will be shown in red.

GLYPH OF SORCERY: Shows your spell status, rune list and allows you to scroll through available spells.

GLYPH OF POWER: Will disappear when used.

It activates a random attack spell which is often deadly to all in the room except yourself.

WAY GLYPH: Will transport you up or down a ley to a different level.

In *Ranarama* you have a short shoot 'em up plus lots, lots more.

Great fun, thoroughly absorbing game play and very addictive. Turner triumphs again.

ACORNISOFT X

For anyone who missed their first time around, these Acornsoft games are NOT to be missed. On one disk you get *Magic Mushrooms*, *Maze*, *Planetoid* and *Rocket Raid* in a superb value for money arcade action package.

In *Magic Mushrooms* you send Murphy leaping, bouncing and sliding around nine screens, collecting mushrooms and dodging monsters. You can also design your own games. Good graphics, some borrowed from *Monsters*.

Maze is a fast-moving, real-time action game with realistic 3D graphics in which you

explore the mazes which make up the security system of a rival company. One of the best of its type.

Planetoid is an excellent copy of an actual arcade game with brilliant graphics, animation, sound and colour. It's classic shoot-'em-up action in which you fight off an alien invasion.

Like *Planetoid*, *Rocket Raid* is a copy of an actual arcade game. Here you are flying low in the final approach to your target — the Martians' supply base, protected by anti-rocket missiles and a host of other hazards. Again, good graphics, animation and colour.

In the second of the two Acornsoft compilations launched in collaboration with Superior, and like volume one it's worth every penny.

In this volume you get four classics, *Starship Command*,

Arcadians, *Labyrinth* and *Meteors*, early trail-blazers which have been much imitated but rarely bettered.

Starship Command is an exciting punch-up against attacking alien ships which is best played with a joystick.

Arcadians is a good version of an actual arcade machine in which you have to defend yourself against the lethal dive-bombing tactics of a convoy of aliens. The graphics are slick, and the game can be played by one or two players.

In *Meteors*, you must glide your laser ship through a deluge of meteors, not to mention missiles from unfriendly flying saucers.

It's another copy of an arcade machine with fast, smooth graphics and good sound.

Meteors and *Arcadians*, together with *Planetoid* and

REVIEWS

Rocket Raid from volume one, form the pillar of the BBC's reputation for arcade games

- MAGNIFICENT SOUND
- SUPERB LEARNING CURVE
- PRICE, £3.5
- REVIEWER: TIM

Another game we've all been waiting a year for. The Spectrum version of the legendary slot car racing game. There was a time when everyone who was anyone had their front room full of bits of track, cars and trailing wires.

Now you can forget all the mess and bent bits of track and play the whole thing on your trusty Speccy.

Not quite the same as the real thing — but at least you can build your own tracks, complete with obstacles and slide paths.

After you've built a track or simply chosen one of the 17 famous Formula One tracks included ready made on the tape, building the track is done by using a simple object menu — and the program even finishes off your track for you if you've got everything in the right place. Very user friendly.

The actual race screen is split

into two — as in *Pitstop II*. In fact this game is the closest you'll get to *Pitstop* on the Spectrum.

The race sequence looks OK but it's a bit slow and it seems pretty easy to beat the computer controlled car. The growling engine sound effects get a bit monotonous as well.

It's fun attempting to beat lap records — and controlling the car is tricky at higher speeds. There's a simulated G-force when you corner, and yes, you can skid off the track if you go too wild!

Not a bad game but not a instant hit either. My guess is that if you are a slot car racing fan you'll have more fun with the real thing. But if you're after a well put together race game for your Spectrum then at least have a look at this offering.

- GRAPHICS 1
- SOUND 1
- VALUE 2
- PLAYABILITY 2

SCALEXTRIC



- ANIMATED
- SOUND
- PRICE
- REVIEWER: TIM

If you're a budget Ninja do you only get half the lessons from your guru? Do you find yourself short of spinning death stars at crucial moments? Is your animation a bit dodgy? Not if you're a Mastertronic Ninja you don't.

This is yet another in the long line of martial arts games threatening to bore you all silly. But at least *Ninja* isn't boring. You may have seen and played it all before, but it isn't dull.

It's a sort of Kung Fu Master done. Our hero has to rescue Princess Di who apparently is being held prisoner in the Palace of Pearls. Does Charles know about this? Anyway, our Ninja has to battle heavily

armed opponents to win idols dropped by Di.

Each screen contains a different challenge — opponents gather in numbers as you progress and they are

armed with swords and death stars as well.

Use the seven different movements available to kick, punch and slash your way through the men and varied

levels of the palace. Use your weapons carefully and watch your strength meter at the bottom left hand side of the screen. Early screens are easy with only one opponent to defeat later screens get more difficult.

Graphics on the Spectrum version are pretty basic — the Amstrad version looks more detailed, as you'd expect. Animation isn't bad. Sound likewise.

The game is also mappable with nice captions under each screen to give you an idea where you are in the palace.

Ninja is a basic martial arts bash — nothing new, but if you enjoy this type of game then it's a great value at under two quid.



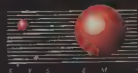
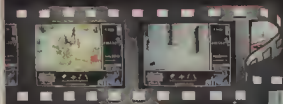
HERO THUG BRATENA
SCORE 26520 CLS 2

- SOUND
- VALUE
- REVIEWER: TIM

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Screen shots taken from various computer formats.

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THE DUCK Howard

REVIEWS



▶ **GAME** **ACTIVISION**
▶ **SYSTEM** **ATARI 2600**
▶ **PRICE** **£14.95**
▶ **REVIEWER** **TM**

This is an example of taking a good subject and turning it into a naff game. *Howard the Duck* isn't a kiddies chat act but the game is definitely aimed at the under eights!

Howard first saw the light of day in an American Marvel comic book in the late 70s. His creator, Steve Gerber, made Howard a cynical and witty commentator on the modern condition. And the comic is spely picked up and followed in the States and over here.

It was a sort of cartoon *Spitting Image* of its day. Not really the stuff of computer games — not until George Lucas decided to make a movie based on the fat from *deffy duck*.

The cigar smoking Duck around town has been turned into web-footed wimp. OK, so he does get to practice a bit of Quack-Fu on a few assorted giemlins — but this rapidly becomes as boring as a rainy day in Frinton.

The game comes in several parts — some not a playable than others. And some just fillers to make you think you're getting a BIG game.

You get to play these different parts depending on the skill level you decided to attempt. These range from novice to expert — but only on the advanced and expert levels do you get to have a crack at the Dark Overlord and complete the game.

The skill levels also determine the number of mutants which attack on fatherson hero during his quest.

The game begins on an island, Howard parachutes in and must discover the all-purpose backpack. Without it he won't anywhere as it contains the equipment he needs to progress through the game.

First Howard needs his solar-powered jet pack to negotiate the many channels of the island. He has to fly over the rock filled rapids. There's trouble on the ground as well in the shape of the Dark Overlord's mutant minions.

He has to practice a bit of Quack-Fu on these little beasts and stamp on the mounds they appear from to keep them off his tail.

The island is a tangle maze of jungle pathways. The undergrowth appears to be inhabited too — lots of evil looking eyes gaze out of the bushes. There are also patches of slime to jump over — and there's a time limit as well. Fail

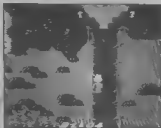


and you get zinged as the Dark Overlord's volcano erupts. If you manage the island section within the time allowed you have to cross a bridge without getting hit by rocks rolled at you by a mutant. KO this final mutant and you're off

on a flight on a micro lite. You have to help Howard reach the top of the volcano so he can get on with the next part of his adventure. Which is? A horizontally scrolling duck and dodge effort. Get through this part

unscathed and you get to have a crack at the Dark Overlord with your handy Nautron Disintegrator. Zap him three times and he'll disappear. Then rush for the volcano switch and shut the thing down.

Howard is an uninspiring



offering from Activision which doesn't do the character justice. An Infocom adventure with Howard as the star would be a different subject.

The game looks pretty, but the different sections take ages to load and the island sequence gets horribly tedious after the first few attempts. And you always have to start off from this part even on the higher skill levels: BORING! No tunes either.

A game for younger gamers is the most polite way to describe this offering. If you are an addict or even a Howard fan — don't bother with the first turkey of the New Year.

Super CYCLE

▶ **MACHINE** **SPECTRUM**
▶ **SUPPLEMENT** **OF US GOLD**
▶ **PRICE** **£15**
▶ **REVIEWER** **TM**

Vroom! If *TT Racer* was too complicated for you or if *Speed King* was too wimpy for you, just check out the Spacey conversion of *Super Cycle*. It's brilliant!

It's the home micro version of the arcade smash *Hang On!* Wheel to wheel bike racing against the clock on a variety of demanding tracks.

The screen shows your bike and the smoothly scrolling track. Beneath the main play window are your instruments — a speedometer, rev-counter, points scored, a lap time and which gear you are in.

Each track has a time limit. Beat it and you get a bonus score based on the number of seconds left. As you progress through the tracks obstacles like puddles, ice pools, road works and bumps begin to appear. The further you go the more obstacles you have to negotiate.

Riding the bike is fairly easy — but watch those gear changes if it's crucial to get them

right. Get up to 8,000 revs before you hit the fire button to change gear.

There are three skill levels — the first is a bit of a doddle frankly, treat it as a training mode, especially if you've played the C64 version.

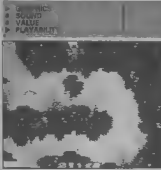
Talking of that 64 version you'll find the Spacey a bit slower — but this doesn't make the game any less playable.

Background graphics change so you get the impression you're racing across the desert or over water on an elevated track. Race through storms or frozen wastes.

Unlike the Commodore version on the Spectrum games loads up in one go — but you don't get the option to change the colour of your rider or his bike.

Super Cycle is an excellent conversion. If you like race games you won't find better than this on the Spectrum.

▶ **GRAPHICS** **7**
▶ **SOUND** **7**
▶ **VALUE** **8**
▶ **PLAYABILITY** **9**



C+G REVIEWS

6

- MACHINE: AMSTRAD CPC464
- SUPPLIER: ELECTRIC DREAMS
- PRICE: £14.95 (disk)
- VERSION TESTED: AMSTRAD DISK
- REVIEWER: DAVID

I am always sceptical of any game whose inlay card promises zillions of different screens because, in most cases this "technical innovation" is either camouflage or the reason for a very thin game.

Fortunately there have been games of this ilk that have actually delivered the goods — notably the Doomdark series from Playend.

Unfortunately Explorer is not one of those happy exceptions to the rule.

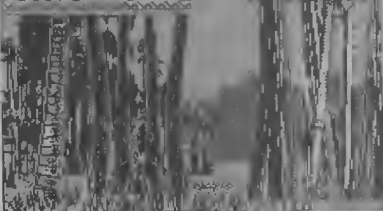
Stranded 30-billion light years from the nearest service station, your mortal stabilisers have inconveniently cut out. The only thing to do is crash land on the Emerald planet below you.

Just prior to impact, your ships sensors told you that the planet consisted of 40 billion mappable locations.

That's the good news. The bad news is that the impact of the crash has scattered fragments of your ship into nine of them. You must find all nine bits of your ship before escaping the Emerald planet.

To help you in your quest you have various bits of equipment at your disposal, including a jet

Objects
Beacons
Weapons
Energy 24985
Score 0



Explorer

pack, nine radio beacons, nine anti-grav drones for sending any spacecraft bits you have found to the nearest beacon, object sonar, radio direction finder, a compass, and a laser pulse gun which is used to kill off any robotic bugs you may find — a tedious addition to the game.

Radio beacons can be dropped anywhere and then used whenever you want to get your bearing by using triangulation.

The jet pack allows you to hover 1,000 or 2,000 feet above the planet's surface in order to survey the surrounding terrain. You can also move in any direction with the jet pack. This is a much faster way to travel

than trudging over the planet's surface.

An even faster way of getting about is found inside strange red and yellow checked structures that seem to act as some kind of transporter points.

Once you have entered one you will be asked where you want to go. You can enter anything from London to Metcalfville — every place exists on the Emerald planet, but every time you enter a transporter point and type in the same place that where you'll be taken — so at least it's consistent.

All the locations are shown as full screen graphics built up from a number of graphical primitives giving an effective

atmosphere, but to the proceedings. Such features as palm trees, running water, temples, and other dwellings are visible, but very little of the surface feature can be interacted with.

As you alter your compass heading so your view flicks round to reflect the new direction in which you're heading.

The trouble is that, after a while, each new location looks the same as the last one.

Explorer is a brave attempt at creating something a little different on computer, but it turns out to be little more than a triangulation exercise with graphics bolted on to obscure the fact that it's a tediously boring exercise at that! If you want to get your bearings — steer clear of this one.

- SOUND 6
- VALUE 6.5
- PLAYABILITY 2

Howzat!

- MACHINE: SPECTRUM
- SUPPLIER: ALTERNATIVE SOFTWARE
- PRICE: £1.95
- REVIEWER: TIM

If you were inspired by England's victory against Australia in the Ashes series over Christmas, then here's the game for you — it's a horribly addictive cheapo from a new budget label, Alternative

Software.

It's an accurate representation of our national summer game and all for under £2. OK, so the graphics aren't up to much — the display of the field is inhabited by little pin men — but the strategy element is there in full as is the little random bits of luck or misfortune which happen in all real cricket matches.

You can choose to play a one

or two player game, select any one of the 17 county squads or seven test teams, enter your own special team, play test matches, one day matches, league matches — you name it!

You can call up a detailed scoreboard, detailed analysis of batting, bowling statistics, and print out of the scoreboard and scorecard at any time on your trusty Speccy printer. Random extras, like byes, wides etc. are

included.

When betting you can't choose to run or stay at the crease — and yes, you can get run out if you're not careful. If you decide to field you can place your men, select bowlers etc. Just like the real thing.

Each player has a skill rating which you can alter at will.

Howzat! isn't a spectacular game — just very good value for money, it's more a strategy game than an out and out arcade thrasher — but if you're into cricket then you won't want to miss this neat budget release.

- GRAPHICS 5
- SOUND 5
- PLAYABILITY 8

IMPOSSABALL



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Do you have the nerve and skill to guide your bouncing Impossaball through the Corridor of Doom? Time is running out! Bounce onto a spike and Impossaball is obliterated, touch a column and Impossaball will rebound at electric speeds. Against this constantly moving background of death dealing obstacles you must squash all the cylinders to complete the game.

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SUPER SOCCER

- MACHINE: SPECTRUM 48/128
- SUPPLIER: NEKUS
- PRICE: £7.95
- REVIEWER: TIM

De-de — dede — da da de — dum-de — dum dum dum. Hello, and welcome to the Priory Court ground for the first round in the C+VG Challenge Cup. The two teams, explained by Paul "Do I have to wear these shorts?" Boughton and Tim "I played in a charity match once" Metcalfe, are just kicking off the first game in this prestigious challenge series which will determine who'll get the sandwiches for lunch.

Yup, here's yet another soccer game to delight indoor football fans. It's a sort of enhanced Mel Day — complete with bigger players, more complex control options and improved, more accurate, playability. Plus options galore.

Up to eight players can take part in the tournament game, and here are angle game and practice options to choose from. You can select the colour of the border, pitch and team strip at will, define your own team names, and eat the lions for each game.

The practice mode allows you to try out the controls. Which is useful as the joystick combinations are pretty tricky.

When taking free kicks and corners a plan view of the pitch comes up on screen and you have thirty seconds to place



You can perform all sorts of stunts — like 90 and 45 degree turns, chip shots, lobes and diving shots at goal. Your team in strategic positions. Use the joystick or keyboard to position your men for the wins.

The key to success is learning how to pass the ball among your team and getting used to the complex controls which allow you to duck and dive around the pitch at will.

The players are nicely animated — although they all look a bit like Charlie George, complete with flowing hair. Game action isn't that fast — but once you get into the game

it doesn't seem to matter that much. Wasting with the controls will make you glad of the relative slowness of the game.

The keeper is a bit limited in his actions in goal kick situations — but otherwise can behave like a normal player and can head shots away from goal if the ball is in the air.

If you decide to play a tournament — against the computer or other live players — then the computer will make the draw for you and display a score sheet after each game. Any combination of computer controlled/player teams can take part in the tournament.

Super Soccer is probably the closest you'll get to the real thing in terms of player controls — the only thing that's missing from the pitch is the real and hassles!

If you're looking for an accurate and playable computer soccer game then you won't find better for the Spectrum than Super Soccer.

All that and really neat sliding tackles which help you win back the ball in tight situations. But you can foul the opposition — so beware of giving away too many free kicks and penalties when you begin to play.

And watch the energy level of the player you are controlling — switching to a new player could give you a bit more speed in crisis situations.

The player under your control is indicated by a little head effect — but it's up to you whether your player is a saint or a sinner.

You can switch between your players by simply hitting the fire-button — otherwise the nearest member of your team to the ball will be the "active" player.

If you commit a foul your player notches up penalty points — and yes, if you exceed the bounds of sportsmanship you'll get shown the red card and sent off for an early bath.

- GRAPHICS 5
- SOUND 6
- VALUE 6
- PLAYABILITY 6

- MACHINES: C64
- SUPPLIER: NEKUS
- PRICE: £9.95 (APE) £14.95 (DKS)
- REVIEWER: TIM

Nekus kick off the New Year with this excellent American Football simulation. Now you can relive the excitement of the Superbowl by pitting the top teams from the last 20 years against each other.

You can choose to mastermind the 1986 Superbowl champs Kansas City or the 1984 winners San Francisco. Or any number of top teams from the intervening years.

Now it has been said, that although Super Sunday includes an animated sequence this is an out and out strategy

game. And you have to be up on the rules, regulations and jargon to get the most out of Super Sunday.

But as everyone is an American Football fan these days that shouldn't be a problem. And here's no doubt that Super Sunday is the best simulation of the increasingly popular sport so far.

The game is totally keyboard controlled — you select offence and defensive plays from a comprehensive options menu. However if you are playing against a friend you can use the joystick to control the defence options to prevent overcrowding at the keyboard.

Once loaded the game asks you if you want to play a one or

two player game or simply put the thing on auto — which is like a glorified demo mode except the computer calls on all the back-up knowledge the software contains on statistics (skill levels) for the teams playing.

If you decide to play a friend or the computer you find yourself either attacking or defending — and are presented with numerous play options.

This is where your knowledge of the game comes in. If you're not familiar with all the terms used in the game you could find yourself baffled by it all. After all, Sweep Top, Tackle Bottom, Punt etc. aren't words in regular everyday use. Are they? The instructions do help — they are a

pretty comprehensive and explain things in detail.

Once you've decided on the actions you've decided on the scene switches to a view of the field complete with animated players waiting to put your play into action.

The result of your strategy can be spectacular run for a touchdown — a simple couple of yards gained or a horrible fumble. Just like the real thing.

The graphics aren't spectacular and the sound is minimal — but if you're an American Football fan then you'll find Super Sunday totally addictive.

Super Sunday is the best US Football simulation as around go for a touchdown with it on your 64 today!

- GRAPHICS 5
- SOUND 6
- VALUE 6
- PLAYABILITY 6



SILENT SERVICE

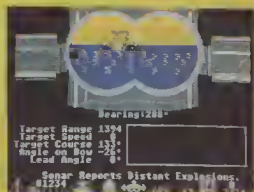
- MACHINES: ATARI ST
- SUPPLIER: MICROPROSE
- PRICE: £24.95
- REVIEW: DAVID

It is an interesting observation that a number of prominent software companies owe their success to finding what they are good at and then sticking to it.

A perfect example of this is Infocom who only met with financial difficulties when they tried, unsuccessfully, to diversify into the business software market. And the company that has stuck to its guns in more ways than one is Microprose, founded by ex-pilot Bill Stealey. Stealey, who quickly surrounded himself with others who shared his passion for flying, gradually built Microprose into the State's leading producer of home micro simulations with such titles as F-15 Strike Eagle and Gunship.

The company's success lies in the authenticity of their simulations that came equally from the enthusiasm of the programmers and the exhaustive research that went in to each project.

It wasn't long before these qualities were applied to other forms of simulation resulting in Decision in the Desert, the excellent Kennedy Approach and, more recently, Silent Service.



Silent Service puts you in charge of the American World War II submarine on patrol in the Pacific. The primary function of the American Secret Service in WW II was to confront the Japanese navy in their own waters and to neutralise the Japanese Merchant Fleet. As a submarine commander you will be evaluated based on the number and types of ship you sink.

The battle stations are the periscope, bridge, instruments and gauges, maps and charts, and damage reports. Each is a separate well designed screen with real-time animation where necessary. At the bottom of most battle station screens there are also a number of icons giving you control over tides, depth, periscope up/down and rotate, throttle, and time scale which lets you speed up the action to a maximum of 32 times normal real-time.

A well illustrated and comprehensive manual, containing much historical and background data, completes this professionally designed simulation which captures the tension and death of submarine warfare.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

- MACHINES: ATARI ST
- SUPPLIER: MICROPROSE
- PRICE: £19.95
- REVIEW: DAVID

One of the best combat flight simulators to appear on eight bit machines was Microsoft's Strike Force Harrier which combined the accuracy and realism of a pure flight simulator with the excitement of a first person combat game without sacrificing the integrity of the flying controls.

After a lot of hard work SFH

STRIKE FORCE HARRIER

has finally taken off for the ST — and very impressive it looks too. Unlike many conversions from eight bit games where little or no effort is made to take advantage of the ST's extra memory and processing power, the programmers of SFH have taken the eight bit game to bits (no pun intended) and rebuilt a 16 bit version enhancing and improving over the original wherever possible.

All the graphics for the game were redesigned to take advantage of the ST's low resolution mode, and much of this work was done on Microsoft's own graphics package Art Director (viewed in last month's C+VG). New flying features have also been added, the most impressive of which allows you to actually fly through mountain ranges — doing 750 knots down a valley at 450 feet with mountain peaks towering all sides of you is really quite exhilarating. The result of all these innovations is a fast moving, smooth scrolling game that excites atmosphere.

Once the program has loaded you can choose between combat, combat practice or flying practice. You are recommended to select the latter to start with to get the feel of the Harrier's controls. It also gives you the chance to fly around and admire the view.

You can fly combat missions as a pilot, commander, or, if you fancy yourself as a 'Top Gunner', you can try the 'Ace' sailing, but be warned Aces will find the enemy MIGs much more of a handful and may suffer from blackouts or even red-outs. The Harrier is also most difficult to control when flying in Ace mode. Another nice feature on the option screen is the demo buffer which allows you to 'log' you flight into the demo buffer and play it back time and again until your friends are sick of seeing how good a pilot you are.

You have two discreet tasks in combat mode. One is to liquidate all enemy tanks, and the other is to shoot down any MIG fighters you encounter. By climbing above and diving

below the clouds you can eliminate between the two at will. When at altitudes of 16,000 feet and above you can take special surveillance photos of the ground immediately below.

This identifying all ground targets making it far easier to locate and destroy them must be dealt with in a different way. Heat seeking missiles can be 'distacted' by the use of the enemy may fire heat-seeking or radar guided missiles at you, both of which

must be dealt with in a different way. Heat seeking missiles can be 'distacted' by the use of the enemy may fire heat-seeking or radar guided missiles at you, both of which must be dealt with in a different way. Heat seeking missiles can be 'distacted' by the use of the enemy may fire heat-seeking or radar guided missiles at you, both of which must be dealt with in a different way.

The area over which all the action takes place has five landing areas that are used for refueling and in armoring. Being a Harrier you can land and take-off vertically which makes life much easier. Apart from the 'down' light vector used for vertical take offs and hovering, there are two others, horizontal which let you fly the Harrier like a normal jet, and 45 degrees — a kind of mixture of the two.

The engine sound is very realistic although it is a while since I flew real Harriers!

Control is by joystick or keyboard although sudden, illogical and always a keyboard controlled. Each time you fail a message appears telling you the reason for the premature ending to the game, with such gems as 'your wings were tipped off because you were flying too fast' — beats being stopped by the police!

For those who fancy blowing up tanks and picking off MIG fighters while experiencing a taste of the art flight simulator, Strike Force Harrier is for you.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

SAILING

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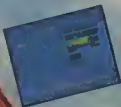
Then it's tactics all the way as the battle commences.

Choose the nation you want to represent, then challenge the yachts two places above you in the table. With them out of the way, you're ready to beat the next ones and the next, until you're the winner.

Out there on the ocean you'll need all your skills as a seaman to steer your yacht around the buoys on the course, and to put up and take down the spinnaker (winding the joystick).

Don't forget to watch out for the weather. Just one gust of wind can blow your chances of winning.

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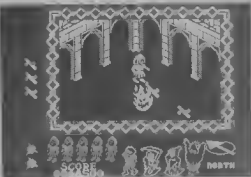
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► MACHINE: AMSTRAD
► SUPPLIER: ULTIMATE/ GOL
► PRICE: £8.95
► VERSION TESTED: AMSTRAD
► REVIEWER: DAVE

US Gold has bought together three Ultimate classics, launched in those heady days when thousands ordered the next Ultimate game long before its release simply because it was the next Ultimate game.

Sadly those days are passed but this compilation will give many new Amstrad owners the chance to experience at first hand just what made Ultimate so good.

Alien 8: A starship hurtles towards a pre-ordained destination. Inside a robot, created by a civilisation long since dead, goes about his business as if he had only started his duties yesterday. The robot, an Alien 8 unit, is still in perfect working order even after the passage of so many centuries.

As the Alien 8 unit, your task is to prepare the ship and its frozen cargo for landing on the new home planet. Once the ship slows down below sub-hyperspace speed it is open to attack, and sensors report alien intrusions in many parts of the ship causing all life support systems to become damaged. All systems must be repaired before final approach to the planet is made.

The Amstrad conversion of this vintage game is every bit as good as the original Spectrum version, which was launched in the earliest days of the isometric game while many people were still trying to catch their breath after having seen Knight Lore.

Considering *Alien 8* was one of the very first isometric it has aged extremely well and still confronts the new player with many seemingly impossible logic or co-ordination problems as befits this kind of game.

Night Shade: The once peaceful village of Night Shade has been overrun by a terrible

disease which has caused all its inhabitants to mutate into a number of different creatures, all hideously evil and foul.

Night Shade is another of Ultimate's isometric games, but is substantially different from *Alien 8* in that your character stays in the centre of the screen and the background scrolls as you move around the village (as in *The Great Escape*).

The other feature which made *Night Shade* unique when it

was first released, is the way in which the exteriors of the houses disappear when you enter them so that you can see what's going on inside. A line remains on the floor to tell you a wall exists, and a gap in the line shows the exit.

The creatures range from floating fireballs to rabid gorgoyles and squidgy yellow things that wriggle along the ground.

Sabre Wolf; this is the

forerunner of a thousand arcade adventures. Of the three, this game shows its age the most, but it still represents good entertainment value for first time players.

Set in a tropical rain forest, you look down on our hero as you try to guide him out of the maze of creepers and exotic flowers in which he has become trapped.

Each screen is a rich tapestry of colour and is quickly filled with all manner of animals that are all quite deadly unless you can kill them with your sword first.

Magic orchids grow wild in the jungle and can be eaten to give you extra power including immunity from animals and the ability to zoom through the jungle at double speed.

Apart from the orchids, there are many other objects that can be picked up and used. Mysterious cubes, sacks of cash, rings, and swords are amongst the things you may find.

Alien 8 and, to a certain extent, *Night Shade* still stand up in today's market — especially at the budget price *Sabre Wolf* is more interesting for its nostalgic value although it's fun for all that.

So, yet another compilation, and only three games on this one. Nevertheless the package represents good value for money if you're an Ultimate fan, especially one who missed any of these first time round.

► GRAPHICS
► SOUND
► VALUE
► PLAYABILITY

► MACHINES: C64/G4/
SPECTRUM/ATARI
► SUPPLIER: CASCADE
► PRICE: £8.95 (CBM/SPECTRUM
CASSETTE) £12.95 (CBM DISK)
► VERSION TESTED: C64/G4
► REVIEWER: PAUL

The reputation of Cascade has so far rested on the first class flight simulation *Ace*. That and the 50 game compilation packages which sell for next to nothing (and you get a digital watch).

Now Cascade has voiced the intention of putting out more "quality" games. *Sky Runner* is one of them.

It's age in from the mind of *Ace* programmer Ian Martin and he's very frank about where he got his inspiration — the movies *Return of the Jedi* and *Dune*.

Remember the Jedi scenes where the fast flying motor-cycles hurtle through the trees? That really sums the game's action sequences. The story is about inter-planetary drug-busting.

The setting is the 24th Century. Street corner drug-pushers are a thing of the past. All we see is life going on, spreading throughout the galaxy. The rich get richer and poor get poorer — and angry. And when people get angry trouble can occur. Some governments took to introducing control drugs into the water supply.

After a 20 year experiment, the programme had reduced both crime AND production. Everybody found economic ruin, until the discovery and settlement of Vega 3, named *Naimoloc*.

SKY RUNNER

A secret department was set up to handle this solution to the control problem. They organised agents, to recruit bands of men to harvest, process, and smuggle the new control drug, no called SKY.

The agents, known as Sky Runners, set up huge harvesters, and began mining the Sky from the forests of Naimoloc.

To defend the Harvesters, gun towers were built around the sector being cleared, and a squad of ruthless Sky Bikers.

▼ An excellent and entertaining follow-up to *Ace*.

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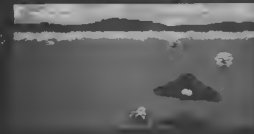
▲ The forest action

flying through the trees, were recruited to defend the running.

Ace was mainly flight simulation. *Sky Runner* is primarily a shoot 'em up. It is your *Sky Runner* to be honest. I loved the sound of the skimmer. It sounds like a rogue vacuum cleaner. A hit.

► GRAPHICS
► SOUND
► VALUE
► PLAYABILITY

C64
G4
SPECTRUM
ATARI



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Tracker heralds a new dimension in strategic battle simulations. An intelligent life force has infiltrated the central computer on Zeugma IV causing the Cycloid police droids to run renegade. You must take simultaneous command of up to eight TRAC units which form a special TRAC force to intercept the Cycloids and regain control of the Centrepont computer. Its fast pace and devious strategic challenges make Tracker the ultimate in artificially intelligent strategy games.



Cycloids swim the Centrepont complex to attack your Skimmer TRAC Squad.



A glance at the long range scanner shows four Cycloids homing in on your Skimmers.



Attack! Attack! A Cycloid rounds a bend. Blast it before it wipes you out.



Don't shoot the one! A Skimmer exits the mode that you're about to enter.



Back to the scanner, to work out the location of the nearest communication centre.



Drop a timebomb in the communication centre and get out before it explodes.

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▲ Yet another budget winner from Mastertronic

AGENT X



▲ Multi-part adventure that's well worth £2 outlay

- MACHINE SPECTRUM
- SUPPLIER MASTERTRONIC
- PRICE £1.99
- REVIEWER TIM

Here's a nice multi-part arcade adventure style game from the budget masters. Agent X is a super spy character who has to track down the President who has been captured by a Mad Professor who aims to brainwash the President and get him to start World War III! Gasps!

The game begins with Agent X in his car heading for the

highway towards the mine where the Mad Prof is holding the President. You have to avoid lorries, cars and obstacles. Luckily you can jump the hazards — useful when you are faced with a rumbling tank.

Once at the mine entrance, it's time to load in the next section which gives you the first chance to see what Agent X actually looks like. He's a trenchcoat clad chap with a floppy hat.

This section is a bit like Wally goes underground, our hero has to beat off the Mad Prof's minions and reach the door to his lab. Inside the lab Agent X whips out his trusty laser rifle and zaps away at objects being thrown at him by the prof. Shoot enough of those and you get a pack at the professor. Fail and it's back to the beginning again.

If you zap the prof and save the president you have to fly him through tunnels and out to the top secret oil rig and safety. But there's still more to come! Agent X has to get back to the lab and destroy it for good.

Nice graphics, reasonable sound and varied gameplay make Agent X a nice budget offering.

The multi-load works well and is easy to use. Promptly appears on screen when it's time to load in the next bit.

Might be a bit too easy after a couple of plays though — but it's a nice value for the price.

And old Agent X could just become a bit of a cult like Magic Knight. He definitely should get another starring role in any event!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

- MACHINE BBC
- SUPPLIER BUG-BYTE
- PRICE £2.99
- REVIEWER NICKY

DUNGEON

Shock horror! Macksiane, the Great Demon of Supreme Evilness (a pretty comprehensive title) has stolen the Chalice of Binding, and stashed it away in the Dungeon complex.

Four heroes have been appointed to penetrate this vastness and win it back, collecting whatever treasure they can along the way.

Features to add interest include tele-reporters, food to increase a character's health rating, magic swords and helmets, boots to make you move at twice the speed, healing potions, keys, ladders and more.

This is a vast game, a very meaty package for the price, which is really too vast to store conveniently on tape. Loading and playing it each time is a drag. You just have to load the opening screen, a very flashy digitized portrait of a sinister character one assumes to be Macksiane himself.

Then you go on loading the very lengthy tape until you are asked for the number of players. You can have up to four, taking the parts of the Ranger, the Magic-User, the Barbarian or the Warrior.

They all have different attributes — some can use magic, some have better armour than others and so on. Then you turn the tape over, rewind, and load again until level one of 25 is in. If you

succeed in level two, you turn the tape on until level two is loaded, and so on. Fail and you have to turn the tape back and reload level one. Phew!

The game itself is ingenious. Each character has a quarter of the screen to himself in which he always appears as he moves around the complex. Naturally you frequently bump into the characters controlled by your fellow players. This does mean, however, that your playing area is uncomfortably small and it's sometimes hard to make out what's going on.

With four players, it's also a tight fit to possess on of the keyboard — you each have a block of keys for your own use, but you inevitably get in each other's way.

But once you've got used to these constraints, it's all good clean fun. The graphics are Bug-Byte's leveller in Mode-two type, rather blocky and crude, but the action is reasonably smooth and fast.

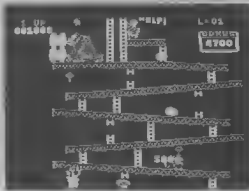
- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

7
N/A
8
8



Donkey Kong

REVIEWS
C+VG
12



▲ Ocean are obviously hard-up for some original software

► MACHINE: C64/65/128/
SPECTRUM/AMSTRAD
► SUPPLIER: OCEAN
► PRICE: £8.95 (C64/Amstrad/
£7.95 (Spectrum)
► VERSION TESTED: C64
► REVIEWER: CHRIS

Good Grief! I don't believe it, after all Tony Tetouani said about the games industry, Ocean has the gall to release a Kong game. Well!

Yes folks, it's true. Ocean, one of the biggest and best software houses, has dug up a game that

should be left to Rest In Peace Kong games, are older than the 64, and I'm saying something!

As if that wasn't bad enough, on tracing Ocean roots, I discovered that one of their first games on the Spectrum was a Kong game. Just because it sold well in 1983, doesn't mean it'll do well today.

Now, I always have to do this. For those of you who don't know what Kong game is, I will tell you.

In the game you play a guy called Mario, who has a very difficult task ahead of him. He must rescue his girlfriend from the clutches of a terrible ogre — Kong!

Kong is not so soft, and with captive in hand proceeds to climb every tall building. You must follow Kong, using various Platforms and ladders to help you on your heroic way.

Should you reach your girl, Kong grabs her and climbs even higher up the building. So again you follow.

Kong can go up three times, which means there are four screens. The first is pretty straight forward, but can be a little difficult if you get too many barrels chasing you.

Barrels? I forgot to mention that in all Kong games, that nasty ape will throw barrels at you. Just for fun you understand.

Screen two is so simple, it's a crime. This is a Pic factory where conveyor belts move you

along. If anyone dies on this shaft, shame!

Screen three is slightly harder, consisting of more ladders and platforms. It also has lifts and fireballs. And just to make it interesting, Kong now throws steel girders!

Screen four is the last one and Kong is now at the top getting a little bit worried. Your task on this screen is to remove the locking pins from the scaffolding, making Kong fall to the ground.

While this is all happening, the graphics are faithful to the original arcade, if a bit small.

I don't know why Ocean released such a game, but if you are looking for a good Kong game on the 64, try another Ocean release Kong Strikes Back!

► GRAPHICS 5
► SOUND 6
► VALUE 6
► PLAYABILITY 7

Ravenskull

► MACHINE: 68K
► SUPPLIER: SUPERIOR
► PRICE: £11.95 (disk)
► REVIEWER: NICKY

You are the village of Austburg's last hope. No, don't run away... you see, there are these zombies in the swamp, and unless you can retrieve the silver crucifix stolen by rotten old Baron Stung, said zombies will engulf the village.

So off you go, in the guise of wizard, to explore the four levels of the Baron's castle, seeking out the pieces of the

crucifix.

Of course, should you see any treasure that might happen to be lying around, no reason why you shouldn't have that too.

The Baron's castle is strongly reminiscent of the tortuous maze in Repton, but none the worse for that. Like Repton, there are puzzles to solve, creepy-crawlies to dodge (Ravensbees), things to avoid (acid pools, men eating plants and so on) and things to pick up. Also like Repton, the game is difficult, frustrating and totally addictive.

You can do more in Ravenskull than you can in

Repton, I thought. You can carry up to three objects and use them — open a door with a key, bash a wall down with a pickaxe, and so on. Apart from the 11 screens, there are loads of things to pick up, including dynamite, sythes, bows and arrows, food, scrolls and potions.

Trouble is, not all of these things are necessarily helpful — some of the scrolls are obstructive, if not downright lethal, for example. It takes a lot of time, persistence and luck to work out how to put everything to good use in order to clear

each level.

After a brilliant opening screen, the graphics are a bit disappointing, perhaps because the game looks so much like Repton — and I have been here three Reptons!

The polly background tune gets a bit wearing after a while, too. But the scrolling is smooth, as we have come to expect, and the whole thing is well put together and presented. If you enjoyed Repton, you'll enjoy this.

► GRAPHICS 7
► SOUND 7
► VALUE 6
► PLAYABILITY 7

C+G 13 REVIEWS

► **MA:** SGA
► **SUP:** GREML
► **GRA:** EVORTIE
► **PRICE:** £9.95
► **REVIEWER:** TIM

It's been a long, long wait. But it's been worth it! The conversion of Vortex's classic Highway for the 64 looks good and plays even better.

In case you didn't see the Amiga or Spectrum original here's a brief rundown of the plot.

Aliens have invaded earth. There's only one road left to travel, before they reach their final goal — total world domination.

Your mission is to halt their advance and destroy their alien stronghold in Zone Zero.

Under your control are five Vortons, And the Laserion — the world's most advanced weapon system, which must be

taken to Zone Zero to complete your mission.

Your five Vortons are vulnerable to alien attack and can be destroyed in any number of horrible ways. You'll need to work out a strategy to succeed in this highway patrol.

Fortunately for you, C+VG printed a player's guide to Highway Encounter complete with map way back in December '85 — so check out those back issues.

You guide the Vortons — who push the Laserion in front of them — through the infested Zones of the alien highway.

Each zone has different hazards and obstacles to overcome — and each needs a different strategy.

Some problems demand forward — or is backward? — thinking as you have to bring objects from one zone into another in order to move forward. That's where that players guide comes in useful!

Each Vorton is equipped with a blaster — but only the lead Vorton is under your control and he's the only one that can blast things and help the others beat the aliens.

You'll need as many Vortons

as you can help survive to complete the trip to Zone Zero — but only patrols will see you losing these cute little robots with monotonous regularity.

But unlike some games, the challenge keeps your interest and you won't rest until you've actually seen Zone Zero with your own eyes.

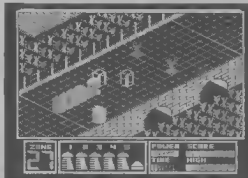
A demo allows you to see the zones up to the final one without playing — has allows you to work out a strategy because you know what's coming.

Graphics are simple but very effective. And although the game uses a screen flipping technique instead of scrolling, there aren't any horrible warts between screens, as in games like Tazman for instance.

Sounds are good and as I've already said the game is extremely addictive.

Want to get the new games playing year off to a good start? Then take a tip on the alien highway — you won't regret paying the fare.

And remember you only have to write in and send a pound to get the back issue.



THEY STOLE A MILLION

► **MACHINES:** SPECTRUM/AMSTRAD C64/128
► **SUPPLIER:** APOLASOFT
► **PRICE:** £9.95 (SPECTRUM) £9.95 (C64/AMSTRAD)
► **VERSION:** ITSLD SPECTRUM
► **REVIEWER:** TRUMAN

"OK John, I want you to climb in through the window and switch off the alarm so you can let Jim in. After that I want you to let Jim into the office to blow the safe. While Jim is working on the safe you can empty out the cabinets into the van."

"Jim, You'll have to work fast to get that folly out of the safe and get away in time."

"I hope you two know what you're doing 'cos I want this to go right. Especially after the way you messed up the sweet shop paper!"

This is the way you're going to have to start thinking if you want to become a successful criminal in Apolasoft's original and intriguing offering *They Stole a Million*.

If you've watched and enjoyed things like *Minder* and *The Sweeney* and thought that you could outwit the police then

this is the game for you. But don't think it's going to turn you into a Great Train Robber overnight!

The game comes in two parts. In the first you decide what job you're going to attempt and who you're going to use in your team. You use the Criminal database, which comes complete with S.W.A.G. — Software for Aspiring Gangsters! It's a sort of Compendium for the Arthur Daley's of this world. . .

All this costs money — and you've only got a £55,000 budget to play with. ONLY?

The blueprints of your chosen target — there are five in all — come free but you have to buy details on the alarm system and who's got hidden away. Then you have to sign up the villains for your own special A-team.

You can access the files of 18 top criminals. Each old leg has a special skill which you may need. You also have to select a "fence". No, not something that goes around your front garden, stupid. He's the guy who gets rid of your ill-gotten gains for you if the raid is successful.

Four criminal types make up the team plus a fence. The computer keeps a check on your spending.

Once you are happy it's time to load-up part two. This is where you plan the robbery and stage it.

The planning stage involves giving each member of your team a route or track through the building plus his tasks. You must make sure that they don't get in each others' way and that every action is timed correctly down to the last split second.

This section is all you can control and you can preview and edit all the team members' moves. Once you are happy that Fingers isn't going to bump into Scarface at a crucial point in the operation and that Adam Fries (if the "whistle" man is ready for a quick getaway you can hit the button that puts everything into operation. It's a good idea to check every move thoroughly before you go for it!

As the boss you get the lookout job. If the cops cruise past in their panda car you can freeze the action until it's safe to proceed again.

You can check on each member of the team and leg-it if things look like there are about to go real-of cotton.

If you succeed, the game gives you the option to save your winning team and go back to try another job.

The graphics are pretty good — lots of nice pop up windows in the planning stage. The actual robbery screen is a bit sparse and could have benefited from a few more graphic frills. There's a nice intro tune as well.

They Stole a Million is an original and entertaining game for strategists and arcade adventurers alike.

You'll have to think about what you're doing and spend some time setting things up. But don't you just love it when a plan comes together?

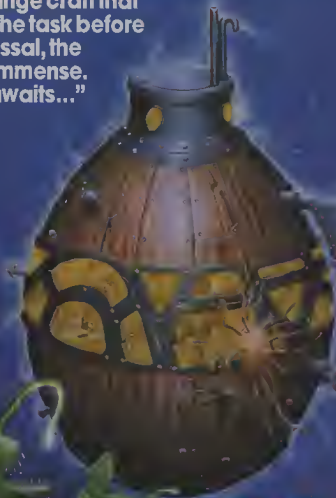
"OK, OK. Stop rebelling and let's get on with the job, John. You know every second counts in this business!"



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REVIEWS

14

43

ONE YEAR AFTER

planes which will fly like a bat out of hell towards you. When you finally reach the end, apparently stage 900, you must destroy Admiral Yamoto once and for all!

Your plane, a P-38 Lightning Fighter, has the ability to perform these rolls. These are useful for getting out of sticky situations where you're trapped by bullets. You can get extra stuff by collecting PoW signs. Well I think you have to collect them.

Everytime I thought I'd got one, it exploded! So do you really have to pick them up? Also you only have a certain amount of time to grab them and, on top of all that, if you're not careful you can shoot them!

Your plane, as it flies up the screen, is very small and fires missiles at the rate of one per hour. Maybe this is a slight exaggeration but when you see how slow the game is you'll understand.

Enemy aircraft are mostly small black planes which look more like hell defined characters than sprites, and

then there are other large grey planes.

Oh, I mustn't forget the small white enemy plane which turns into a PoW sign when shot. These planes fly out of control and mainly come to rest on your wings, so watch out!

This game apparently has six hours of scrolling backdrops, but don't get excited! It probably has the same amount as 1942, but the scrolling is so slow that it takes six hours to reach the end.

With terrible graphics, no sound and too slow gameplay, this game 'One Year After' should be '13 Million years before'. Or at least the programming skills were.

One of the worst games I have ever played.

After reviewing 1942, the Ed gave me this one, thinking it was the sequel. Thank God, it's not!

1942 is a very playable, addictive game, with good sound and graphics. 1943 has none of these qualities. It's just a very poor imitation.

To give an example of what I mean, take the backdrops. On '42 they scroll smooth, fast, and seem to vary. On '43 they are small and scroll very slowly across the screen.

Anyway, I'll plot for '43 goes like this: Destroy the enemy



SCREAMING WINGS

If you are a fan of the arcade game 1942 and you think yourself unlucky in owning an Atari, then you want to rush out and buy this as soon as you have finished reading this review. Screaming Wings is based upon 1942 and turns out to be one of the better Atari games that are on the market. Atari usually gets left out when it comes to software but Red Rat are changing that. They have released eight games over the Christmas period and are continuing to do so.

Not only are the releasing the software but it is good quality as well. Let's hope that other firms will take notice and realise that the Atari is one of the best computers around and needs a little bit of support.

Right, let's get on with the review. The graphics may be a little bit simpler but I have not seen a lot better on the Atari yet. The planes are small and the ammunition has been well designed. Some of the planes that you have to destroy are bombers which take a hell of a hammering to destroy. In later stages some of the enemy do not look like planes but do not be deceived, they require as much shooting as a bomber does.

Some planes that you shoot can give you extra fire power or a bonus, the extra fire is more valuable. At 10,000 points you are given an extra life to continue your mission. The scrolling is very smooth with some nice background graphics to go by from time to time. You are able to perform a loop three times to help you getting out of a little bit of bother, but you have to press the space-bar for these so it is unlikely that you will have time to. If you do not

use any of these loops and complete the stage then you are given a bonus of 1000 points for each loop left.

The sound effects during the game are good except for the annoying background music. The music must be the simplest I have to have to write for any computer and just gets on your nerves after a while. Luckily an option has been included to turn the music off. The high score table has been limited to one entry so if you have competitions with friends you are constantly writing the scores down.

Overall this has to be a must for any Atari user out there, just a shame about the music really. One tip for the game is to stay on the right hand side of the bomber as he is always firing from his left side. Now you've read the review you can rush out and buy it.

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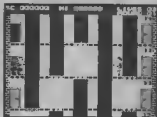
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C+VG REVIEWS 15 SHORTS



ELEVATOR ACTION

► BK
► SL
► SP
► VEN
► SPEED
► SOUNDS

Is no coin-op eluded to Rest In Peace will be dug up, dusted down, and converted to the computer? Apparently not. This time it's called *Elevator Action*, and the software house responsible is Questkiva.

The game involves you guiding a secret agent into a through a maze of high-rise buildings, investigating every room with a end door en route.

Of course, nothing in this world is easy, and not to prove it, all the buildings are crawling with gangsters who are hell bent on bringing your spying career to an abrupt end.

Each building is viewed from the side, so to four rooms can be seen once each floor has up to six rooms shown by blue or red doors. The gangsters seem to have booked almost every room in the place as they're continually popping out into the landing trying to blow Otto's block off.

Although a little dated, *Elevator Action* on the Amstrad has some nice touches and an addictive soundtrack. The graphics, while not stunning, are effective and work well for the game. Gameplay is good except for a frustrating two to three second period when joystick control is suspended

directly after Otto has just been into a red room.

On the Spectrum, *Elevator Action* was good fun to play but graphically it's not stunning and if it were cheaper, probably worth buying.

Overall *Elevator Action* is fun of the mindless variety but as such success in as much as you keep wanting to go back for just one more try.



THUNDERSTRUCK



Thunderstruck is an arcade adventure game with puzzles. Spruced, the Space Prince Collector, has fallen out of a freak time storm and wound up in a weird medieval castle, complete with a lot of armour, assorted weapons, and in the walls, and a lot of evil.

There are a lot of screens to be explored and various puzzles to be solved with a huge lot of objects, not to mention a lot of objects to be picked up, and a selection of weapons to dodge.

There are a lot of characters including a King, a Queen, a Wizard, and a Revolving Head. You may not help you, but if you can off, it's a game. They want to see the skin of the dragon.

The game is a lot of the familiar and a lot of the new. It's a lot of the sort of thing. But the scenario is more atmospheric than most, problems are reasonably demanding, and how to light that until can't for instance.

There seem to be occasional jumps in the program — if you jump his through by the wall, and her action appears briefly on the screen.

There's enough here to keep you amused indefinitely, and the graphics are smoother than most.



THE LAST OF THE FREE

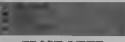


The Last of the Free is the work of the author of *Thunderstruck*, released at the same time, and it shows. Someone has saved themselves a lot of programming time

In *The Last of the Free*, the hero is Clement the Ordained Droid, who is the last of his kind — his companions have been wiped out by the aggressive and defective Proleoids. Unknown to their human creators back on Earth, the Proleoids are now running amok, and it's up to Clement to get back and warn them.

As in *Thunderstruck*, the hero can run, jump and pick up and use objects (using the same keys — play one game and you've virtually learned the other). There are puzzles to solve, distributed throughout the 55 different screens, and aliens to avoid.

But there are enough differences to make the last of the *Free* a different game. There is much more emphasis on arcade action — the pace is considerably more frantic, the screens much livelier and more busy, with moving platforms, electric currents, ladders, and loads of Proleoids scurrying about. It's played as a much faster speed and requires fast reflexes as well as wits.



FROST-BYTE

I'm suffering from Frost-Byte it's a chillier thriller for cool dudes.

Don't be put off by the awful advertisement or the cassette cover, this is a great game.

I have never been a great fan of Mikro-Gen's seemingly never-ending series of Wally games so I wasn't particularly overjoyed at the prospect of *Frost-Byte*. Wrong! This is nothing Wally about this. This is an extremely enjoyable and addictive game. Not deviously criminal but nevertheless well put together, graphically tasteful and well worth the time of day on a winter's night.

The game starts a stinky spring where a fat, stupid, Hickey, who is a character called Kreezee, whose yellow features are as bright as deep within the planet's core.

Hickey has escaped and must free his fellow Krylovers. He must work his way through the perilous caverns, avoiding the numerous monsters.

I found the game friendly difficult to get into. Completing the first screen is a fairly straightforward but I became stuck on the second for ages.

Hickey enters his screen from the bottom left hand corner. A fearsome snowman guards a guard, protected by a lethal drip which drops from the cavern roof. It took literally ages for me to beat this drip. From



Then on it's into a winter wonderland of delights. Great fun.



THAI BOXING



The games software industry is often seemingly leechlike in its inability to let go of a subject once in it's grasp.

So here is yet another martial arts game. This time *Thai Boxing* which combines the speed of the karate black belt with the brute strength of the boxer.

Although the blurb in the box would have you believe the box otherwise — "eight levels with superbly detailed backdrops" — there are in fact four different backdrops, each of which is used for two skill levels. The graphics are in four colour mode and possess a kind of rugged, back street quality, which may well reflect the type of individual who indulges in this "sport".

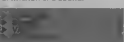
Thai Boxing features the usual kick, punch and types moves but a great deal of sprite animation. All the sort of the Amstrad's *Amstrad* for example.

There is, though, some nice touches including a more "3D" approach to the combat game where you can step directly behind or in front of your opponent and then just to either side.

You can also physically see the faces of the players being inflicted on each player as bruises and then blood start to appear to cloud up their faces showing the top of the screen.

Each player's name is shown as a scrolling bar at the top of the screen and you lose if your stamina decreases to zero. But for a light level game, level one is surprisingly difficult which may stop many players wanting, or being able to, reach even levels two and three.

Despite having good atmospheric backdrops, *Thai Boxing* is let down by poor animation and sound.



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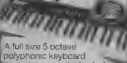
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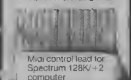
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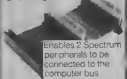
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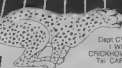
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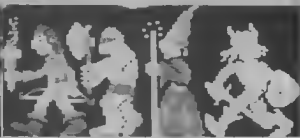
Down in the Dungeons dirty deeds are being done. Evil tries to conquer good in the heroic battle it set with the villains.

The concept soul behind these devilish designs in Macchraze, the Great Demons of Segments Evilness. The main crime has been the theft of the Chalice of Rending, now hidden in the Dungeon complex.

Two heroes have been sent into this complex to win back the chalice. Each has special skills — Magic User, Barbarian, Ranger and Warrior.

Now is a special competition, C+VG and Big-Byte want to send you into the Dungeons with three heroes. You can do this by winning one of 50 copies of this EBC game.

All you have to do is draw or paint your top hero. It could be an actor, singer, computer character or even programmer. Send your entry together with the coupon to **Dunjunz Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. The closing date is March 16th and the Dunjunz Master's decision is final.



C+VG COMPETITION

cosmic shock

Killer carrots with machine guns can cause quite a shock to the system. Bouncing balls which attack you are no less disconcerting.

Only a fourth division superhero could cope with this — Cosmic Shock Absorber. Sounds weird? Blame Martech.

These crazy ideas are featured in their new 3D shoot 'em up, written by Chris Frayer.

And Martech do not see why you shouldn't share in this madness. So we present our crazy Cosmic Shock Absorber Competition.

What we want you to do is draw or paint what you think a fourth division superhero looks like.

Now for the prizes. Top prize is a trip for two to Combat Zone, the outdoor war and strategy team game. It's great fun and the C+VG team have been twice. To go you must be over 18.

Thirty runners-up will receive copies of the game which is available on Amstrad (cassette and disk), Spectrum, Commodore (cassette and disk) and MSX.

Send your entry together with the printed coupon to **Cosmic Shock Absorber Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. The closing date is March 16th and our very own fourth division superhero (the Ed, to you) has the final say.




Cosmic Shock Absorber

Name: _____ Age: _____

Address: _____

My computer is: _____



Scooby Doo is proving to be a howling success. But it's no pushover to complete. You may even be in the doghouse because you've been spending so much time trying to crack it. Thanks to Elite, C+VG has got its paws on this excellent map of the game. It could lead you to success.

There are four levels in Scooby Doo. The first two are printed here. You don't expect us to do everything do you? The idea of Scooby Doo is quite simple. Scooby must rescue Shaggy, Velma, Daphne and Fred from the clutches of a mad professor. This cranky prof hides out in a weird castle infested with ghosts, monks, bats and other creepy, horrible and scary things. Scooby's pals have been hidden in flasks, monks, them Scooby must overcome all these nasties.

In a further fit of generosity, Elite has supplied these playing hints and tips to help you.

- Play the practice modes until you are sure of the screen lay-outs.
- To pass a door, stand by it with Scooby punching. As soon as the ghost comes out of the door he will be killed. You then have plenty of time to dash past the door. No other ghost will come out for five seconds.

- On later levels, when the ghosts can move up and down levels and in to holes, repeat this tactic beneath the holes and at the bottom of the stairs. But don't stand directly under the holes or on the stairs.
- Don't try and outrun the ghosts. Stop, turn round and kill them. If you get stuck in a tricky position it also pays to follow this tactic. Not only will lots of nasties get only killed but your score also increases.
- Don't be surprised if you fall down holes on later levels.
- Make sure you can jump holes'

C+VG
MAP
MAP
MAP
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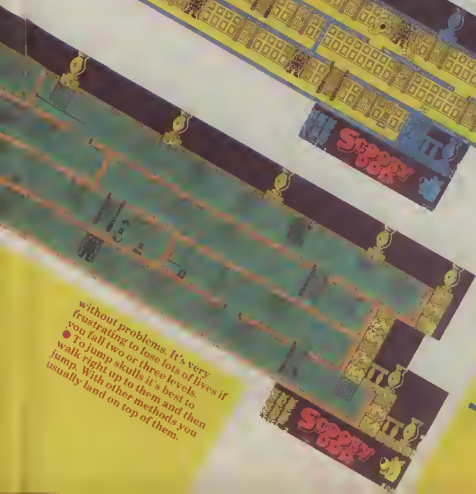


C+VG

MAP
MAP
MAP
C+VG

SCOOBY

PM



without problems. It's very frustrating to lose lots of lives if you fall two or three levels.

- To jump skulls it's best to walk right up to them and then jump. With other methods you usually land on top of them.



ocean

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SQUAD

SQUAD

I approached this C16 games feature expecting the worst, and boy I wasn't disappointed! I ploughed my way through 18 games and came close to giving up. The technical standard was OK but the game designs were generally bog-standard BORING.

Before I delve into the games I need to say that I have written two games for the C16/Plus 4, *Hyperforce* and *Starburst*. I will not break one of my own rules and review them. As I will say is that *Hyperforce* received 48 out of 50 points in *Commodore User*, and 8 out of 10 in *CCI* — the two main C16 mags. The general consensus on *Starburst* from mags is that it is better. C16 owners can decide for themselves. . .

There are five games that stand out from the rest and these are *Voidrunner*, *Speed King*, *Tombs of Tarrabash*, *Street Olympics* and *Matrix Laserzone*.

Voidrunner shows just what can be achieved on the C16. Great colours, VERY fast action and loads of different levels to work through.

It's the follow up to *Gridrunner* and *Matrix* — two of the C16's classics.

You control blasters on a grid with aliens coming at you every which way and then some! You have to 'take out those aliens'.

Only one criticism of this game. It is too cluttered on screen. The aliens are frequently lost in the backdrops. After a few games it was easier to spot them. But the basic problem still remains. . .

Speed King is a goody. It's a motorbike racing simulator and I expected this to be very crude and unplayable — but I actually enjoyed playing it. Eat your words TAK! The graphics are good, sound grates a bit, but it IS playable. There's a choice of tracks for long term interest.

For all my hang-ups with ladders and ramps I did enjoy *Tombs of Tarrabash*. It is L + R, pure and simple. The graphics are very good with a nice little jingle and sound effects.

You have to work your way through four levels to free a princess (yawn).

Each level is littered with puzzles to solve and guardians to shoot.

I always say there is room for definitive versions of arcade classics and *Street Olympics* fits the bill perfectly for those of us *Hypersports*.

There are four events, 200 metres, 800 metre jog, long jump

The word from the streets is that C16 games are still selling like hot cakes. C+VG's Hot Gossip Tony Takoushi gets as heated as his computer in this round-up of the good, the bad and the ugly C16 games.

ROUND-UP

and putting the shot — a very weird looking shot this, it may have been a brick!

Very tasty graphics, slick smooth scrolling backgrounds and it plays quite well. If you want a sports-sim then go for this one.

The last goody is *Matrix* and *Laserzone*, two of Jeff Minter's golden oldies. Both are good shoot 'em ups with *Matrix* standing out as the better of the two. They come on one tape and it's very good value for cash.

In the six to two star ratings there is a mixed bag of poor to mediocre software.

Finders Keepers goes back to ladders and ramps. You are trapped in a castle and have to collect as much loot as possible whilst avoiding the nasties. It has good graphics, horrible sound and reasonable playability, not brilliant.

Pod is a classic shoot 'em up. You are on a grid with zillions of aliens attacking you from all sides. Sound familiar? You have to survive in time limit before advancing to the next round. This has good sound, reasonable graphics although playability was a bit iffy in places.

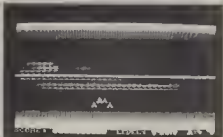
My only real gripe with this was that it is a blatant rip-off of *Gridrunner*, even the characters was virtually identical. BORING!

Video Meanies is another L + R offering from Mastertronic. You have to move from room to room switching off videos the master of the house has left on.

Graphics are fairly simple but neat on the eye, sound is oomphful and it plays at a fair old pace. Again nothing special to draw you back.

Archie is a shoot 'em up with pretty colours and good sound. You control a ship on the bottom of the screen and move left and right shooting off aliens coming down the screen of you. After a couple of screens it gets unplayable. It's fun for a while

MATRIX • STREET OLYMPICS • SPEED KING • VOID RUNNER



C16

but lacks the grab factor.

I enjoy a good game of *Air Do* on my Colecovision and I quite look forward to playing *Tutti Frutti* on the C16.

It is a close copy of the arcade original. From the demo it had quite a few screens to work through and it is very well presented. I had one slight problem with the game. The joystick would not move to the left of the screen. I changed joysticks — and inter-reloaded the tape — but still no change. So for those of you who like playing on half the screen, GO FOR IT!

Winter Olympics! Could this challenge *Street Olympics* for the gold medal for C16 sports simulation? NO!

It offers six events: Speed Skating, Ski-Jump, Cresta Run, Ski Slalom, Curling and, appropriately enough, Dumbbell.

Barring the odd pretty backdrop this has very little to offer. Playability is virtually non-existent and sound is poor. Steer clear of this one.

International Karate was always going to be a let down after the superlative C64 version. The graphics are relatively poor and the animation on the characters is very slow and hard to distinguish/implement.

Dirty Den conjured up pictures of the man himself doing dastardly deeds to his ever suffering wife Angie.

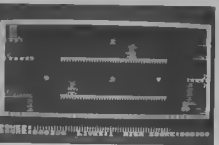
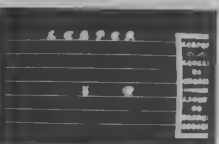
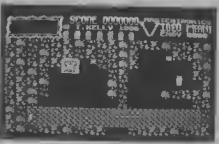
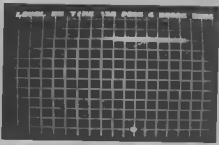
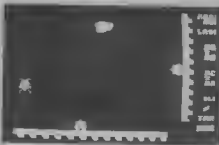
No such luck. In fact this game has nothing to do with *EastEnders* and the title is misleading.

It's good old L-R with you working your way through various rooms trying to find your fair maiden (yawn). Crude graphics, painful sound and bad playability. Buy this at your peril.

Grenille's *Exceller 8* is a ripping little maza game — easily mopped — in which you zap the baddies. Good Fun.

Leaper is a copy of an old

LEAPING LOUIE • LEAPER • VIDEO MEANIES • POD • LASER ZONE



Imagine title called *Jumpin' Jack*. You have to work your way up the screen jumping from platform to platform to the top row where you switch on a series of lights.

Very simple to play but absorbing and fun. At least the original was.

Again, there were joystick/keyboard problems and it was impossible to play properly.

Why Mastertronic released the game *Kave* on the C16 is beyond me. It features two quite basic Wild West backdrops and you fire at birds flying past with the aid of a cursor and then take an outlaw's a tow. This is real crud stuff, boring, repetitive and totally mindless.

Leaping Louie will have you leaping around wondering why you bought it? It is a platform game with poor graphics and playability. Less said is better.

The final offering is *Lailbreak* from Bug-Byte. This is a copy of the grand-daddy of all video-games, *Breakout*. This version is jerky, dull and very boring. Keep away from this one.

I'm sorry to be so negative on the vast majority of the games. I have looked at *BUT* they really are so very poor. Software houses have released just about anything they can to make a killing.

The good news is that 90 per cent of all C16 titles sell at £1.99 or £2.99.

| Title | Company | Rating |
|-------------------------------|--------------|--------|
| <i>Videorunner</i> | Llanesoft | 8 |
| <i>Speed King</i> | Mastertronic | 7 |
| <i>Tararakash</i> | Audiogenic | 7 |
| <i>Hyperforce</i> | Arielsoft | N/A |
| <i>Starburst</i> | Arielsoft | N/A |
| <i>Matrix/</i> | | |
| <i>Lazerzone</i> | Arielsoft | 7 |
| <i>Street Olympics</i> | Mastertronic | 7 |
| <i>Finders</i> | | |
| <i>Keepers</i> | Mastertronic | 6 |
| <i>Pod</i> | Mastertronic | 6 |
| <i>Video Meanies</i> | Mastertronic | 6 |
| <i>Auriga</i> | Playars | 6 |
| <i>Tutti Frutti</i> | Mastertronic | 5 |
| <i>Winlar</i> | | |
| <i>Olympics International</i> | Tynesoft | 5 |
| <i>Karate</i> | Endurance | 5 |
| <i>Dirty Den</i> | Probe | 4 |
| <i>Leaper</i> | Bug-Byte | 4 |
| <i>Kave</i> | Mastertronic | 3 |
| <i>Leaping Louie</i> | Audiogenic | 3 |
| <i>Lailbreak</i> | Bug-Byte | 2 |
| <i>Myriad</i> | Atlantis | Family |
| <i>Powerball</i> | Mastertronic | 7 |
| <i>Exceller 8</i> | Grenille | 6 |
| <i>Spilly Head</i> | Firebird | 6 |
| <i>Magician's Curse</i> | Grenille | 5 |
| <i>Cape 'n'</i> | | |
| <i>Robbers</i> | Atlantis | 2 |
| <i>Aurduark</i> | Bug-Byte | Faulty |
| <i>Leagus</i> | | |
| <i>Challenges</i> | Atlantis | Family |

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When you have completed your C+VG/Nexus American Football strip send it with the coupon to Nexus Competition, Computer + Video Games, Prlory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the head coach's decision is final.

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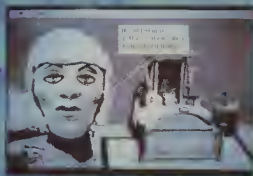
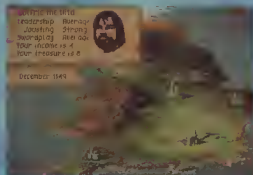
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Great graphics.

Terrific sound.

Fantastic game-play.

Those words are used countless times to describe games that are "almost" ready to be released. Unfortunately, few live up to the claims.

Cinemaware, however, has kept their word and delivered great adventures that match any action movie — with arcade action, strategy, state of the art graphics and sound that'll knock your socks off, plus a story line sure to keep you involved.

Defender of the Crown has set a standard that others will be hard pressed to meet. Role playing has never been easier, or more fun. Simply put, it's 1491, the King of England has been assassinated and all the land is now up for grabs. It falls on you to become one of four Saxon knights and

strive for fame and glory (the computer takes on the roles of all the other characters). Each knight has attributes that dictate his life, as well as a castle and small army to start.

Wolfric the Wild is good at jousting. Wilfred of Ivanhoe is only so-so with a sword. Cedric of Rotherwood is a strong and able leader. Through boldness and strategy, you must increase your holdings, defeat the other knights, and take on the Norman conquerors as well.

Leadership is a quality to improve upon as well. Never forego the opportunity to rescue a fair damsel in distress. Besides certain rewards (which are graphically portrayed when the time is right), this will make your man proud of you. Being admired means having a stronger and more efficient army. This can make all the

just like the movies..



difference during your struggle to restore order to the land.

But the game-play's the thing (to paraphrase the Bard to badly as to incur the wrath of all the literary world).

Jousting in the Tournament is accompanied by the digitised sound of horses — you almost don't notice your opponent's lance working its way towards your nose (make sure that yours is aimed at his head or chest — knocking down the horse is a black deed against the code of chivalry).

The castle is beautifully rendered, by the way, with little touches like fog in the distance and reflections in the water. Everything is controlled by moving the mouse and using one button (the left). No keyboard or complicated sequences to learn.

Two disks ensure a lot of action on the Amiga. My only complaint is that a disk swap is necessary during the love scene (it's the punist in me). **Defenders** has a lot going for it, so get going and get it.

From one battlefield to another we go. Steeds are replaced by black sedans, and sword and mace give way to the Tommygun. It's the 1920s, the era of the Flapper, art-deco, prohibition. You are Pinky Callahan, a smart young tough in the Northside organisation. With a little luck (and some violent behaviour), you intend to take over first the leadership of the Northside and then all of Chicago. The next year — 1934 will see a meeting of all the crime heads in New York, and the establishment of Murder Inc. If you can become Overlord of the city's territories within the three year time limit, the Big Boys will let you keep the city.

Your first objective will be to eliminate the Old Man, present head of the Northside

Organisation. You'll also have to try and swing Ben over to your side (a crafty and devious old bird whose advice can be helpful). Plus build the right rapport with Ball, the loyal tough with the brain power of a flea, and Peepers, one of the Northside boys.

The Southside opposition leads off with Tony Santucci, Capone's heir and a devious and deadly man. Only slightly less so is his sidekick Guido — less devious that is, but just as dangerous.

Tom Malone is a flatfoot, a cop you grew up with and a real path because he won't be bought. Adding to your grief is your overly sentimental Mama, the corrupt Westland Ward Boss, Alderman Burke, and Andy the kid.

Finally, there's Lola, your girl, a brash gun moll with a soft touch (like a pickpocket that is) combined with a dangerous temper. Everyone has their own distinct personality which changes depending on their feelings to what is going on, as well as to how they are treated by Pinky.

You must learn how to take advantage of these feelings, probing for weaknesses and ways to control people. This can be effected through such "tools of the trade" as bribery, murder and betrayal.

Being in black and white (on the Macintosh) has its advantages. Old mobster movies of the '30s and '40s didn't go for long shots of scenery.

They concentrated on close-ups and small details; a hand snapping the brim of a hat, light falling across a brow, a creased pants leg dirty with dark blood.

King distills this down further to the most important of details, the faces.

Thought balloons convey choices, and you must select one quickly or Pinky will do it

himself. Every decision is cause and effect.

A map shows the territories to fight for, the North, West, South, and the downtown area.

On screen, a small fly buzzes around. Position the fly over the choice desired when the thought balloons appear. There will also be times when Pinky will think about drawing his rod (gun to you, folks). It will then be up to you whether he thrusts with it, or pumps the target with lead.

Now we move onward in time, and upward. Sloan McCendrick is having an "average" day on board the US Space Station, some 23,000 miles above the Earth. As Sloan, you are in charge of maintaining and protecting America's 12 orbiting weapon satellites which form the SDI (Strategic Defence Initiative).

Suddenly a warning comes through the comm-link from Washington, a squadron of KGB fanatics have taken over the Kremlin and are preparing to attack the US.

At this moment, a fleet of deadly space fighter-ships are storming Russia's nearby space base, the V.I. Lenin. Which means that Lenin's Commander, Natayla (Tayla) Kazarian is in big trouble. This makes you very angry since you and her go way back (yes, I do mean in "that" way). What makes it even worse is that a squadron of fighters are now on their way towards you.

Enter your space slup, check systems (fuel, shields, radio, scanner, engines) and launch. The satellites must be protected from destruction!

Switching to an overview map lets you scan a radar-like view of the entire area, as well as readjusting your position relative to the US Space Station.

Suddenly a missile strike is detected, and the countdown begins of impending impact.

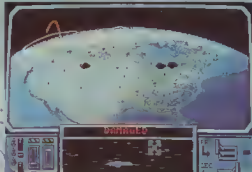
Quickly return to the Station and activate the particle beam defence system. Watch the ICBM trajectory blossom over the US, set coordinates for the beam, hit the system switch and let'er rip!

Remember, disabled satellites create "holes" which the missiles can safely fall through. Also, there are still plenty of fighters out there trying their best to reduce your operation to rubble.

You might receive a message from Tayla asking for help. If so, dock with the V.I. Lenin and prepare your trigger finger. KGB goons will pop up from doorway or floor panels. Quickly aim your target scope and lase them out — then run to the end of the corridor. Just hope none remains to blast at you (lowering your strength meter). Complete this high-tech gauntlet and enjoy the rewards of freeing her.

The most arcade oriented of all three games, **SDI** places the emphasis on action. All controls are handled by the joystick (which could be a touch more responsive in the flying scenes), and there are many incidental screens to add to the excitement. Sloan ducking behind a bulkhead avoid a laser blast is just one of the many nice touches popping up in the game. Another is that a Ramdisk can also be created which holds the contents of the second disk and speeds up data transfer (on the Atari 1040ST). Graphics are crisp and 3-D perspectives abound.

Two new interactive games planned are **Sinbad** and the **Throne of the Falcons** and **Rush Sinbad** features duelling sequences for the hard core action fan (and the Princess at her bath for everyone else), while **Rush Sinbad** sends you out amidst the galaxy.



I.D.E.A.S CENTRAL

Hi Melissa here. This month we have some pretty good hints, tips and pokes along with maps of Dandy levels 4, 5, 6 and Storm for the Spectrum. So what are you waiting for, get reading! Remember to send your letters to Melissa Raventlame, I.D.E.A.S Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And don't forget to enclose a recent photograph of yourself. See you next issue!



SPECTRUM

Mastertronic's budget game Storm has been given the breakdown by Anthony Dixon of the West Midlands. With the help of this detailed map and his hints, you should have no problem with the game. In order to free your girlfriend from Una's Lair you have to collect the three snake brooches.

When you are in the Yellow route you will see a trap that must be released or you won't be able to finish the green route. Also you can collect the Green route Snake Broach and escape along the Yellow route so, it is best to leave a bit

of food and armour untouched just in case you run low on energy.

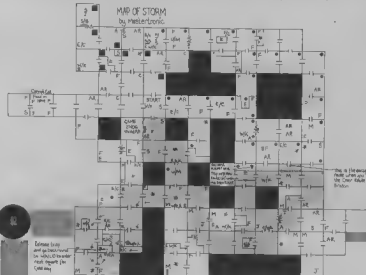
It is best to study the route you are going to go along. The blue route is easy, but on the yellow route you need to go and collect food/energy from other squares, so that you have enough to finish the game. The Green route is awkward — you need to collect the Gold key, BUT, you must open the trap first. Then go back the way you came and open the White Door lock, before you can go into the Gold key square. After that it is a straight forward run to the

snake broach. Anthony also sent in these game tips for Cobra.

On level one you play from left to right. When you have the Laser machine gun, go and get the Invincible pill as soon as you can. Then you will be able to shoot the nasties without being harmed by them. When you get to the castle scene you get up to and then climb along the ledge. From there drop down and get the knife pill. As soon as you have this drop down and get back up to the ledge. Go to the gap and stay there. You can easily head butt your

opponents, as they only come in one or twos. Soon you will have an empty screen and you will go onto level 2. Play from left to right. The third pill you come to is the Invincible pill, remember where it is and go and get the Laser machine gun. Then fight your way back to where the Invincible pill was.

Drop onto the ledge on your right. No nasty can attack you from behind so just be careful of your front. There are two ledges to defend yourself and your girlfriend from. Watch out for the missiles. In time the nasties will give up and you



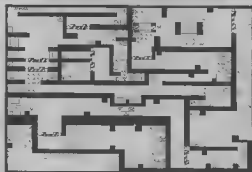
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- YELLOW ROUTE
- BLUE ROUTE
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- M = MASK AR = ARMOUR
- UM = USE MASK F = FOOD
- E/C = TRAP RELEASE
- E = ENERGY RESTORER
- S/B = SNAKE BROACH
- W/K = WHITE KEY
- R/K = RED KEY
- C/K = COLD KEY
- W/K/L = THE LOCK THAT THE COLOUR KEY WILL OPEN (ONCE C/K/L OPENED IT WILL STAY OPEN)
- C = COFFIN MOVES
- ☐ = UNA'S LAIR ENTRANCE
- = BROKEN LINES INDICATE THAT AN OPENING APPEARS WHEN A TRAP IS RELEASED

SUCCESSIONS

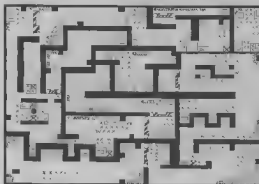
- ① GO BY YELLOW ROUTE FIRST
- ② THEN GREEN ROUTE
- ③ THEN BLUE ROUTE

WATCH OUT FOR THE NASTIES!

by A.E. Dixon



Dandy Level 4



Dandy Level 5



Dandy Level 6

move onto Level three. This time you play from right to left. The third weapon is the Invincible pill, but you will find it is better to leave that alone

and go left and get the last weapon pill. Then fight your way back to the Invincible. Do not use it — yet! Stand to the left of this pill and you are

safe from the nasties on your right. It is not too difficult to keep disposing of the nasties that come from your left. Once again watch out for the missiles. In time the nasties will give up. Then the Slasher appears. Use the invincible pill and jump down and head butt the Slasher. You have

completed the game and ready for a fresh one — watch out! It is much later.

Last month we published the first three levels to Dandy which was compiled by C+VG readers Danny Blakman and Nigel Davies. Here are the next three levels. After that you are on your own!!

ATARI

Klaus Wagner comes from a very unusual sounding place — Amanzimolli — but he does have some tips for Alan users. First one up is Bounty Bob Strikes Back. On level one immediately after picking up the flower pot hold down four and start to warp to level four. In level three immediately after picking up the coffee pot hold down eight to warp to level eight. On level 10 immediately after picking up the pitch fork hold down five and start to warp to level 14. After picking up the goblet on level three hold down one and start to warp to level 15. In level 16 get tube one to the left and after picking up the pie press nine and hold down start to warp to level 19, and then on level two, kill all the aliens and then after picking up the

paint roller press three and hold down to warp to level 22.

Klaus also has the first six passwords on One Man and His Droid. They are bubble, atari, finders, genetic, zapped, and megasonic.

Someone else with a cheat mode for the Alan is Luke Smith of St Albans which seems a bit nearer home. His cheat is for the Last V8 — press break during loading when the tape counter is at about 187. The title page will appear. Start the game and travel along the road as normal. The road should disappear, speed up to full and move very slowly down. A message should flash 'Entering Inner City' and believe it or not you will be in the Inner City. Easy isn't it!

BBC

Meet another one of our readers — Neil Walker of Stockport. Neil received a copy of Yie Ar Kung Fu II for Xmas and noticed that you could get extra energy while drinking Oo-long Tea. To do this you need five leafs of tea, then press T. To finish the eight scenes and go on, all you need to do is keep your finger on T and your energy will stay high until you take



your finger off. This will not register on the high score table.

ELITE

Elite has been in touch with I.C. and asked us to pass the following information on to you. Some of their Hit Pak 3 for the CBM 64 appear to be causing problems with the loading of boxer number two on Frank Bruno's Boxing. You should follow the following

instructions.

Enter your name as: ABC. Then to load each boxer

Charles Oulter ABCAABX
Fenglong Ouy ABCAABX
Andre Placostay ABCAABX
Tadpo Trevel ABCAABX
Pierreh ABCAABX
Pierreh ABCAABX
Amgogher Andy ABCAABX
Pierreh Perfect ABCAABX

ELITE

PLAY BY MAIL



Hi there! Wayne here again with another report about the wonderful world of PBM—that's Play-By-Mail for those of you who don't know. I'm chairman of the Play-by-Mail Players Association and each month I'll be telling you about the new games available, offering FREE play tests, news and, of course, Wayne's Wonder Offer. Plus lots more!

Thanks to all you C+VG readers who turned up at the PBM conference last month. I hope you had a great time and look forward to meeting you all next year.

If you have any comments, good or bad, about the conference, please feel free to drop me a line via the mag. A couple of FREE start-ups will be forthcoming to the winners of the most interesting letters.

As witnessed at the conference, although Play By Mail games are springing up all over the place, very few break the traditional mould of the sword and sorcery stereotype.

After a while, no matter how good the game is, most players get frustrated continually bashing goblins and whacking gnomes, so they look for a new challenge to stretch their imaginations.

They should find it in a new game called *The Hunting* that has recently appeared on the market, which to my mind is one of the most original and entertaining games that I have ever played.

The Hunting is a game set in a fictional violent, vicious society, the actions of which are often bloody and shocking. Anyone of high morals or easily offended should steer away from this game as they may find it distasteful.

THE HUNTING: IN PURSUIT OF EXCELLENCE?

The Hunting is set on a planet called Pelfin where 15 years ago the struggle for world supremacy led to the strategic use of nuclear weapons, which quite understandably, destroyed most of

the planet's population and devastated almost all of the land masses.

Once the dust had settled, it was discovered that among the mountains of rubble a few cities miraculously survived.

One of these cities is the once mighty city of Endlethorn. It was assumed by the powers that this city would be in the front line when the war began, so it was reinforced and fortified to survive the worst.

However, due to bad intelligence reports, enemy forces never arrived and although it received some bomb damage from so-called conventional bombs structural damage was minimal. It was missed totally by the nuclear bombs, but it did receive its fair

share of radiation and fell out.

The war was then "won" by the new government who realised that Endlethorn would make a perfect place to imprison all the POWs, vagrants, outcasts, murderers and all the other law breakers. The reason behind his logic is the fact that the city is completely surrounded by a 300ft high wall, which is 80ft thick and is patrolled by many government troops who are heavily armed.

Furthermore the only way in or out is via one of the 12 large gates which are randomly spread around the walls.

The city, once used to keep



people out, is now used to keep people in and to date no one has escaped! Many of the buildings have been rebuilt and the original citizens of the city who still have to live there (because they were not allowed out by the new government when the city became a prison) try to live an "ordinary" life, pretending nothing has happened, but this is virtually impossible as law and order is non-existent.

Crime is phenomenally high as would be expected, with criminals on the rampage because shops, local services, pubs and hotels try to continue as they did in the past.

To stem this tide of rising crime, the government recruited Exterminators, men and women who have been trained in the art of survival and whose job is to enter the city and capture or kill the "criminals". This is where you come in.

As a player, you can decide to become either a Criminal or an Exterminator and once you are put in the city you must initially survive on your own!

CHARACTER CLASS

The Exterminator is basically a bounty hunter, who enters the city with money and weapons to sort out the criminals in whatever way you see fit.

The most common way is to kill them and take their heads to one of the eight 12 gates and claim the bounty.

With this you can buy better armour and weapons to go on out next time. You also receive a commensurate with a secret preset wavelength. This enables you to contact Sweet Home, a female computer that is orbited above the city. She can provide you with info, news, rumours and other useful statistics.

The Criminal, meanwhile, is a person who has been thrown into the city for their crimes against society. You start off with some money and the clothes on your back. It is your job to fight to survive in the city, steal as much as you can to protect yourself from both other Criminals and Exterminators as well as eventually rise to such a position to be able to track down and exterminate the Exterminators!



• continued ►

PLAY BY
MAILCHARACTER
CREATION

Once you have decided what to be, you then have 300 points to allocate as you wish between six major attributes, ranging from Combat to Speed.

You then have to decide whether or not you require a mutation. This is where the fun really starts. You can take one of the 20 mutations listed in the rulebook or make up your own.

For example, you can have an extra limb or be a giant. You must bear in mind, however, that although a mutation can have its advantages, it can also have disadvantages. Having an extra arm may make you better in combat, but it will also make you stand out in a crowd and make you more easily recognisable. The same can be said in respect of becoming a giant.

Once this is done all you have to do is choose a couple of secondary skills, which range from Car Theft to Gambling, as well as a previous profession and away you go. You send your start up sheet in and in a couple of days you will receive your first round. It's then up to you to survive in the hostile world out there.

HINTS

● If you get a mutation, get one that doesn't show. Try and create one of your own. Think of all the sci-fi films you have seen.

● Be very lazezy about who and what you are. Never give this away unless you are 100 per cent sure you can trust that person.

● When you start off in the city you will usually meet a Non-Player Character (NPC) or your first round. Team up with them, find out what their skills are and exploit them to the full. If you are a criminal and your NPC is a cat thief, get them to try to steal you a cat.

● Never wander the streets at night on your own. Get shelter even if it is in a derelict building.

● Get away from the main gates as soon as you enter the city.

WAYNE'S VERDICT

Overall, having played this game for many rounds, I found this game to be one of the most enjoyable I have ever played.

There are more than 750 A4 maps to collect (which are well drawn), over 100 weapons to use, 25 plus vehicles to find and 1,000s of Non-Player Characters and monsters to interact with.

The Game Master's hand-written replies are very descriptive and exciting, combining fun with clues and interesting situations.

The city itself is really wild. Parts of it are like a wild west town, with real cowboys while others are like Futureworld with

droids and cyborgs in abundance. Also, there is a sword and sorcery area for all you fantasy fanatics so you have no need to worry.

There is a regular monthly newsletter which is full of interesting helpful articles and if you like films like *Mad Max* (all parts), *Westworld*, *Absent*, *The Thing*, *Outland*, *Escape from New York* (especially) then this game will be right up your street.

WAYNE'S WONDER
OFFER

The usual price of joining *The Hunting* is £5.00 and you get three free turns. However C+VG readers will be able to get their start up package for a **REDUCED PRICE** of £4.50 and five Free rounds if you clip out and send the token, plus a cheque/postal order payable to DMC Games to the column via the C+VG magazine. Further turns are priced at a competitive £1.50.

STOP PRESS The first ten readers who write us will have their cheques/postal orders returned and get their start up package plus initial rounds for **ABSOLUTELY NOTHING**. So get writing!

PBM LONDON PUB
MEET

On the first Friday in every month, PBM players from all over London and the surrounding counties meet upstairs in The Crown pub house to chat about what's going on in all our different games, learn about new PBMs as well as meet different people and have a few beers.

The pub is situated in the middle of Brewer Street, Piccadilly, London W1. Of course all C+VG readers 18 and over are welcome to attend (and buy me a beer) as new faces are always welcome.

If you've never played before it doesn't matter, the experienced players and GM's who attend are more than willing to chat to you about PBM in general to explain anything you are unclear about.

PLAYER OF THE
MONTH

From the next issue I will be running a Player of the Month competition, so I need all you PBM'ers out there to write into me nominating your selection. Your name can be lost any reason. Your nomination could be because:

● The player is the number one in your game.

● The player is the most respected/disrespected you know.

● The player has achieved outstanding results in the last time.

C+VG will print their profile along with a brief character description.

Mail Domination,
C+VG's very own Play-
By-Mail game, is now
running very smoothly,
reports Game Master
David Bolton. A total of
31 games are now in
play. Here's David's
latest update

Over Christmas and the New Year festivities, some deadlines were extended giving us a week-and-a-half free.

At the start of 1987 the most advanced game is game 10 which has now had seven turns processed. Apart from a couple of 21 turn games, all of the other games have passed turn one.

On the subject of Victory points, four more players had 60 points at the end of turn one and we picked two of these at random.

Congratulations to Tom Coleman of Harrow, Middlesex (game 22) and F. Baxter of Becknell, (game 31) who both got five free turns and T-shirts from C+VG.

Sixteen games have now passed turn three and John Nelson of East Kilbride game six leads the field with a creditable 92 points on this turn. Well done, your prize will get to you soon.

One of the test games finished recently with the winner having 847 points so that gives you something to aim for!

The highest number of cities owned by any player so far is five, only 15 to go to win.

Two players have formed the 'Edge of the world club' having crossed the East/West edge and are now getting a full world map.

All games are now processed on the day after the deadline date, regular as clockwork.

Over Christmas we did some time-travelling and managed to process some games several days in the future. This had the effect that players received results for a turn a day or two before that turn was processed. It also moved deadlines forward past Christmas the effect we really wanted.



WARNING

TOO LATE!



KRAKOUT

BUT WE
MISTIMED IT!

DON'T LET THAT HAPPEN TO YOU—GET TO IT BEFORE IT'S TOO LATE!

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C+VG

MAP

C+VG

Let the good times scroll. Welcome to the colossal world of *Leviathan*, English Software's Commodore 64/128 smash. And I.D.E.A.S Central proudly presents this exclusive map of the first two levels of this gigantic game. Next month we will print the third and final level of the game.

You must negotiate the *Leviathan* ship through three different planet zones, facing the wrath and fire power of 10 different alien attack waves on each level.

Your ship can bank, turn, climb, swoop, roll, reverse direction and land to refuel. The *Leviathan* can fly behind buildings, missile launchers and other hazardous structures. Game designer Philip Marris reckons he's produced a "classic space game" where "manoeuvrability of your ship is as important to survival as the shooting itself."

If you cast your mind back to C+VG's February issue you'll remember we published a full colour poster of *Leviathan*. We had quite a number of people wanted to know if they could get copies. The answer is no — unless you enter C+VG's *Leviathan* Competition.

English Software has five large framed full colour copies of the artwork to give away. How can you get in with a chance of getting your hands on one? Simple. Just answer the following questions and send the answers to *Leviathan* Competition, Computer - Video Games, Priory Court, 30-32 Farringdon Lane, London EC1 3AU.

Question.

1 What is a leviathan?

Answer _____

2 What has a man called Jonah go to do with it?

Answer _____

level one





level one

level two

LEVIATHAN
COMPETITION

Name _____

Address _____



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● Your warning not to send money to The Adventurer's Club Ltd was too late for me as I had already sent off the money. After I read your warning I began to worry slightly, but all was soon well. The ACL have now got their act together. Although their lapse was unforgivable, perhaps you could mention their return in the magazine. *Paul Gilbert, Nottingham*

Keith's reply: Consider it mentioned, Paul!

● In my life I've had, or rather suffered, many lessons on humility. Like for instance, when I took my skateboard to the skating bowl, making an almost successful attempt at breaking my neck. Or when I tried to impress that girl with my knowledge of advanced mathematics, demonstrating a topology theorem with the help of my shoelaces, tying both shoes together in the process, and denting the pavement with my nose shortly afterwards.

But humble, real humble I mean, I only learned to be when I received your postcard with the answer to *Zork 2*'s riddle!

Question: You wrote about packing and leaving. Did you mean you are leaving the job and retiring — after all, you aren't so old are you?

Javier Candera, Madrid

Keith's reply: No, of course not! Just my cunning way of getting McEliffe in a good enough mood to let me go on holiday!

● We are two ice cold adventurers who both own Atari STs and love them dearly. Now those who own an Atari ST know it's their duty to own *The Pawn*. This game is the reason we are writing to

you tea-drinking Englishmen. You see we are stuck with 60 points. We hear you laughing!

Here in Ireland — stop that laughing — we don't have an Adventure Helpline (your tea is getting cold) so we thought warmly of good old Keith Campbell at C+VG.

We have just blown the wind out of the adventure (a common thing but usually it happens to the man at the keyboard) and are now riding about on a horse. By clear way of thinking we moved the boulders — just took us a week to find out how — but now we are stuck at the Snowman.

It is a sad thing how many magazines keep publishing pictures from *The Pawn* we have not yet met. We are dying to get there.

Can you help us poor Pawns? Your tea probably has an ice-crust by now. Playing adventures is our only excuse for being alive, so please stop laughing and answer us.

Alvar Sierronsson and Ulfar Erhsson, Hafnarfirdi, Iceland

Keith's reply: White heat will disable the white man! It might even bring my cold cup of tea back to life!

● I would like to pass comment on Malcolm Harden's letter (December). I play adventures for the fun (?) of solving the puzzles, and the contentment of finishing a game. I do not play them to pick petty holes in the logic of the game.

I would be very pleased if I had a spaceunit that stopped me from becoming decomposed and thereby

finishing the game. I would not care if I were supposed to die through cold and lack of oxygen before I decomposed.

Anyway, one point I do agree with this fellow on is mis-spelling. It can be very frustrating, publishers and programmers should sort out their games before they are published. If they are working to a deadline, I am sure the public would prefer to wait a few weeks extra rather than try and struggle through an adventure with atrocious spelling, making the game virtually unplayable. *Gavin McNamara, Bristol*

Keith's reply: I suppose it depends on how much credibility one wants in an adventure. But I always understood that blood boils in space due to zero pressure, and that's what gets you first!

● For Malcolm Harden's sake, I know two people who spell manoeuvre "MANOEUVRE", one of them is a 2'1" pygmy who lives at the bottom of my compost heap, and the other is a nine-legged Martian currently employed as a programmer at Software Projects.

Finally, I urge you never, EVER, to print any matter relating to an abysmally terrible game called *The Code* published by Soft Concern, unless it is an epitaph. It is the most infuriatingly illogical game ever. In it, north equals south unless of course you know what the hell you're doing, which is about as common as catching a cold from a strawberry-flavoured oak tree!

Mathew Conway, Lambourn, Berkshire

Keith's reply: Sorry, I already mentioned *The Code* — in a review in November 1984. I quoted Kevin Plunkett as saying "...the instructions tell you that nothing is what it seems."

● Rainbird recently unveiled the Amstrad PCW8256 version of *The Pawn*, priced at £24.95. It comes on both sides of one disk, and, with monochrome graphics, supports the Dither and Stipple commands, which changes the way the picture is presented. As in previous graphics versions, the roller blind effect is used for display. A new feature to appear in this version, is an extended RAM SAVE option. Up to three different positions may be saved in memory at a time, giving the player the ability to instantly recover within a session, without the need to resort to disk.

● Guild of Thieves, the next adventure scheduled by Rainbird from Magnetic Scrolls, is due out any time now. It will be less difficult than *The Pawn*, but with "superb graphics", claims Anita Sinclair. Magnetic Scrolls has a hectic schedule ahead of it. A third adventure is planned for release in March. Upon Westminster Bridge — a title openly stolen from Wordsworth, it will be a mystery of sorts, but with a very novel approach. "I'm very excited about it, but some people might not even like it."

Anita told me. If you find you don't you won't have to wait long for their next offering — planned for release in July.

● Incentive's *Graphic Adventure Creator* is now available for the BBC and Electron. On tape only, it is priced at £14.95, and offers a unique CHAIN feature, which enables the user to create massive multi-part adventures. This adds to the existing range of computers supported by GAC — Amstrad, Spectrum, and Commodore 64.

What are the three objects you would most

like to take into an adventure game? Lamps and keys seem to be the favourite items, but some unusual objects, as well, featured in the lists that came pouring into the Penthouse

Paul Exley came up with a very strange selection! To start with, he would like a spell book that Paul Coppins has finished with

Believe me, Paul, when Coppins has finished with a spell book, you can guarantee that every last bit of magic has been used up!

Next Paul chose a Swiss army knife, and some chewing gum, useful, he reckons, for getting past unfriendly dragons. Eh???

Phil Davidson of Fraserburgh, as well as a lamp, would like a towel. This would be very important for those called Arthur Dent, he thinks. Also for throwing in, Phil, when you get stuck!

Phil's third most useful object to take into an adventure is Paul Coppins. You think so? Drop him in an adventure, and he's burrow off to the nearest pile of methane snow, and escape with all the treasures. Phil!

From Gregory Quinn of Portadown comes this list. Some wine, so if you get frustrated you can get stoned out of your brain and forget about everything. A light — no adventure is complete without one. A Leather Goddess comic book "to keep up the moral!" I think you really meant "moral" there, Gregory, but then again, seeing as it's the *Leather Goddesses*, perhaps not. Finally, Gavin McNamara

would like: A C+VG with a complete solution in it. A skeleton key to enable him to get through any locked door. A bottle of *Perrier* — just in case!

Up to now we have not indulged in printing complete solutions to adventures. However, so many people have been requesting them, that we thought we'd give it a try.

But where to begin? From the mail and the calls we get from the Adventure Club phone-in Helpline, we thought it was about time to help people suffering from ants, domes, and hi-grav!

So elsewhere in these Adventure pages you will find all the secrets of *Hulk*, at last. Next month, we hope to bring you the lowdown on *The Boggit*!

Write and let us know whether you like plain-speaking solutions, or whether you would prefer a more cryptic approach.



Mandy Rodriguez of Llandudno knows the TRUE identity of *The Fiend*! But she won't tell me! "Don't let him upset you. He isn't worth it," she says.

Oh well, the Big Red t-shirt brie didn't get her to tell me, but perhaps her thirst for clues will get the better of her! Mandy is going bananas! Playing *Beast Quest* is getting

the better of her, and she gets killed off by Maxwell's Silver Hammer, and the need of a certain substance.

If you can help to give her a new lease of life, let me know. And then it will be up to Mandy to swap one answer for another!

Meet two victims of hypothermia. "How the deuce do I keep from freezing in the coach in *Dracula*? I can't come up with anything!" complains Rex Barnes of Bromley.

He's obviously in the same coach as Andrew Gurr, also shivering away and getting nowhere. Look closely Rex — right into her eyes!

Help for Robert Saunders, who was stuck in *See Ka*, comes from Declan Malone of Tralee. You must fit the blowpipe in the mesh, and then breath through it after getting the casket.

Daniel Livingstone has three things to say about a *Snowball* clue printed in the January '86 issue. "I don't understand", "Eh?", and "arfie Barlie Gloop!"

January '86 issue, Dante? Where did you come across that — in a museum? I consulted the archives, and thought that was one of my more informative clues!

People never let you forget, do they? Yes, Mr Atkinson, I DID make a blunder back in April! But I will not give in to blackmail so you will NOT get the t-shirt, nor the £5,000 that you demanded!

You can tell Gordo Greatbally all about it, for all I care!

Now can any player of *Causes Of Chaos* help this dastardly reader to get into the cave at the top of the slimy steps. It sounds like the best place for him!

Another boob (shh! don't

tell Metcalfe — the way things are going this month I'm heading for the sack!) Helen Stoddart writes to say, that contrary to the advice given to the November issue, it IS possible to escape from the dungeon in *Zim Sala Bin*, providing you have the scimitar.

Examine the door, and cut the bars. The you should be able to open the door and continue on your way, says Helen.

Who's hiding the *Dymethium Crystals* in *Marie Celeste*? Steven Robinson of Watford can't find them — but he's got all the rest. Come on, tell him where you've put them!

Henry Mueller runs the *Adventurers' Club Ltd.*, and recently came across a game for the TRS-80 on which he keeps the club records.

Xenos is not a widely played adventure. It is on disk only, and was published by Tandy. I reviewed it in August '83, but never completed it.

Now Henry is stuck, in the alien spaceship. He has explored the inside quite thoroughly, but doesn't know what he should do next.

Can the combined might of C+VG readers beat the *Adventurers Club* members in being the first to come up with an answer for Henry?



How do you make the stake in *Castle Of Terror*? It is a popular question, and the popular answer is: Break the spear to make the stake. "But it doesn't work!" you all cry. Well, here is Mike Thomas of Coerphilly, with a definite tone in his voice: "Attack the

ADVENTURE CLUES

ADVENTURE CLUES
Thanks for the help this month, from Steven Robinson, Watford, and Mike Thomas, Caerphilly; *Mapa Contract* Kick the junkie, then kill Lov Ferrello with the bomb in the bedroom carefully, and be careful what you eat! *The Boggle*. Throw it, and then pull it, to escape the dungeon. A key for a bow, and duty free for an arrow *The Pawn*. Can't find anything under the pedestal? Perhaps someone got there before you! dissolved — a sticky problem! *Kayleth*. The computer must be Fish Finger call, help a mate, and visit the go straight out of jail. Make a *Dodgy Cereers*. Go out of jail. Red and watered *Zork I*. The cyclops must be open the other valve to release oxygen. Release gas, light the gas, then open one of the valves to Rod of Light, melt the ice overalls in the village to get it! *Spenser*. Remove your masochistic boots with the *Project Thesus*. Undo the

Count with the spear and he will become a vampire bat. THEN break the spear into the stake." Thanks Mike! Now, is THAT any better?



Apologies to our Australian readers, whose copies of C+VG arrived too late even for the two-month period allowed to enter the competition. Margot Stuckley of Marayong, NSW, sent an entry despite this, saying that the issue arrived 13 days after the competition had closed. We didn't realise that you were so far behind the times down there!



The mysteriously named Fudge writes from the depths of North London, according to a snow smudged postmark, pleading for help with *Heroes of Karn*. How do you get rid of the Barrowright, asks Mr, Mrs, Mister or Miss Fudge.

There are two answers both of which have been known to work — but not always! Either say to Beren: "Read bible to barrowright" or to say to Beren "Attack barrowright with bible."

A recent stint on the Adventure Helpline phone-in (for club members only) produce a crop of *Morden's Quest* questions. Due to a mental block combined with a mis-placed file, I couldn't help at the time, I hope the following is still of use.

Finding and filling the aqualung was causing some headaches — not to say a

shortage of breath. To get the aqualung swim North as far as possible and then North West To fill it move NNN SE U SE D NE.

Where is the cigar? It's in the space age. And to pass the invisible barrier you have to spray it

Eureka continues to hold its fascination for a lot of people So here's a blast from the past with a few clues from *Roman Times*. To escape the leper colony you must give the egg to the mad leper. Don't try and mix it with the hon. Leave it alone and it will not try to kill you. And before you go to Nero's party have a bath first and buy the sandals after you have met Nero



Craig Walker, from Edinburgh, wants to know how to cure the black death in *Kentilla*. First get the red scroll from the chest, and then some dried moss. Cast Cure

He also wants to know how to escape from the dungeon. Get *Kentilla* and kill the Ugra Maul when he enters. When you kill Ugra Maul examine him three times

I always thought of all you adventurers out there as

though, fearless people, afraid of nothing. I never thought you were all shy. Yes, that's the conclusion I'm forced to come up with since my appeal to you — couple of months back



I wanted you to send me photographs of yourselves along with the letters, hints and help you send me. The response, quite frankly, was underwhelming and yet the number of letters I receive each month remains the same — overwhelming!

What's wrong? Don't you want to be a star in your home, school or office? Get those photographs sent in.

Here's looking at you, kids — I hope



How would you like to join C+VG's adventure review team? Yes, you did read that correctly. We're offering you the chance to join the world's best adventure team and the world's best computer mag.

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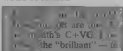
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Screen shots taken from various computer formats





I.D.E.A.'s Central Warning: Reading this could damage your sense of adventure. **C+VG Keith Campbell** probably knows more about adventures than any other person. Each month he will bring you all the clues and help needed to solve a top adventure. Now read on for **Campbell's Complete Solution No 1 — The Incredible Hulk**.

The *Incredible Hulk* was the first adventure in Scott Adams' Marvel Comics Questpiche series. Written in 1984, it was developed on the TRS-80, as were all of Scott's "original" series.

Hulk was quickly converted to UK formats, and the larger memory machines, such as the Spectrum, allowed graphics to be added and held in memory for instant display.

Originally priced at around the £9 mark, it was later sold in a cut-price twin-pack with *Spider-Man*, and more recently was re-released on the Amstradable, for a budget £2.99.

Many of the reviewers of the day had seen little, if any, of Scott's work before, conversions of his games to micros like the Spectrum and BBC were only just appearing. Heavily criticised by some for emulating what was seen in an obsolete (two word) parser (although still very successfully

employed in many adventures today), short text, few locations and little character interaction, to be appreciated it has to be seen in the context of Scott Adams' own social brand of adventure.

A Scott Adams adventure is typically a series of logical puzzles set around a theme, rather than a narrative story with puzzle introduced along the way.

The puzzles are highly inter-related, and so the normal one big puzzle leading to the solution of the game.

Perhaps this is more true of *Hulk* than of any other, in which many of the puzzles are rather abstract, and where a mere 18 locations serve to conceal 17 gems which must be obtained and stored. There's a twist in the tail, too!

THE SOLUTION ROUND IN A CHAIR.

Pitching the player right into a problem at the start, Bruce Banner must escape his bonds before any progress can be made. Those who are familiar with Bruce's strange powers, will realise that he transforms to the massive and powerful Hulk, when he becomes angry. Therefore

BRUCE will cause him pain, and adding his release. Adams have composed 18 ROGS & CHAIR, which will cause him to fall and let him head.

DOME 1:

Objects present: Broken chair, Mirror, Great Metal Hand Fan. Large sign — get into the floor.

ENTER PASS:

Actions: Since gas has seeped into the room, Bruce cannot maintain his Hulk alter-ego, and neither possesses nor knows how to get sufficient strength to pull the ring at this stage. GET FAN and GET GEM. The mirror is not essential, but can be used to check whether or not Bruce Banner is Hulk. GET MIRROR, GO EAST.

TUNNEL 1:

Objects present: Sign. **Action:** Exit: West (back to the tunnel) Go Out (from the tunnel).

Actions: The sign warns that there is a Hi-Gu area ahead.

Therefore, Bruce must be Hulk to withstand the forces, or else he will be killed and transported to Limbo.

Bat every time he tries to become Hulk, gas flows into the room, and he reverts to Bruce.

Experimentation with the button will reveal that it is a toggle switch between "Delay On" and "Delay Off".

This refers to a delay in the appearance of the gas. PRESS: BUTTON BITE LIP and GO OUT.

OUT:

Limbo: This is the location where Bruce Banner/Hulk always transported when killed. The game can be continued from here, by going down (D) which leads to the first dome. However, a death which leads to the destruction of the Bio Gem makes the game impossible to complete without a fresh start.

FIELD 1: **Objects present:** Large Dome, Gem.

Exits: North, South, East West.

Actions: Reached by successfully GOING OUT from the dome. GET GEM. Due to the enormous strength of Hulk, the dome can be lifted to reveal another GEM.

LIFT DOME, GET GEM. A hole can be dug and on entering the whole, digging once more will reveal another Gem.

Further digging will lead to death in the molten core of the cave. DIG, GO HOLE, GET GEM, U, and then on to the next location, E.

(ALL of the compass points lead to the same location. To return to the dome, GO DOME must be used.)

FUZZY AREA: **Objects present:** Sign.

Exits: North, South, East, West.

Actions: READ SIGN reveals that this is where the Gems must be dropped. So DROP GEMS,



MYSTERY

EXPLANATION OF STRATEGY:

From the fuzzy area, movement is any direction EXCEPT NORTH leads to a random location. Once and once only, Hulk is transported to the office of the Chief Examiner (Scott Adams).

At other times, he finds himself in a FIELD by a DOME. This is something of an optical illusion, leading to the conclusion that there is only one field, and only one dome.

In fact there are three of each, and the field to which Hulk moves is random.

To distinguish between each field, the field through which Hulk has passed has now a LARGE HOLE. Field 3 looks identical, but with no hole. Field 3 has lots of tiny holes.

To move to the required field involves repeatedly moving from the fuzzy area, in any direction EXCEPT north, until Hulk is in the right place.

Going north from the fuzzy area leads to an underground room. This should not be entered yet, as it will be impossible to complete the game.

CHIEF EXAMINER'S OFFICE:
Objects present: Chief Examiner, Desk, DOME.
Exits: None.

Actions: EXAMINE DESK to find a Gem. GET GEM and GO DOME. At this point the Chief Examiner will banish Hulk from his office, returning him to the Fuzzy area. DROP GEM.

FIELD 2:
Objects present: Large Dome, Gem.

Exits: North, South, East, West.
Actions: EXAMINE DOME here will show that there is a mesh built into the wall, a fact which can henceforth be used to identify this dome. Inside the dome are bees, which must be got rid of. WAVE FAN will produce the question "At what?" AT DOME will send a gale at it, and on arrival in the dome, the bees will be gone.

Meanwhile, do the same as at the previous dome. LIFT DOME, GET GEM. DIG. GO HOLE. DIG—seven times here!—GET GEM. U. Then GO DOME.

TUNNEL 2:
Objects present: Sign.

Exits: West (to the dome), Go Out (to the field).
Actions: W into the dome. On the way back, don't forget to HIT LIP before entering the field, to withstand the gusty.

DOME 2:
Objects present: Sign (if not already vanquished) and Wax.
Exits: East.
Actions: GET WAX (providing

NECESSARY OBJECTS

METAL HAND FAN

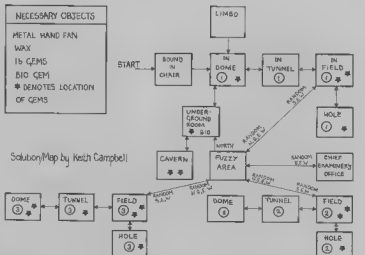
WAX

15 GEMS

BIO GEM

* DENOTES LOCATION OF GEMS

Solution/Map by Keith Campbell



bees have gone), E, and return to the field via the tunnel, and thence the fuzzy area. DROP GEMS.

FIELD 3:
Objects present: Large Dome, Gem, Tiny holes.
Exits: North, South, East, West, and Go DOME.

Actions: Remaining in this area lot more than one move, results in the emergence of an army of alien ants through the tiny holes. These attack Hulk's eyes. It is therefore necessary to repeatedly move between here and the fuzzy area, to store the Gems. GET GEM, E. To fuzzy, DROP GEM. Then return to field, LIFT DOME, E. Return again, GET GEM, E. DROP GEM. Return and DIG, GO HOLE, DIG—four times here!—GET GEM, U, E, DROP GEM. Return once more, GO DOME.

TUNNEL 3:
Objects present: Sign, Room.
Exits: West to dome, Go up the field.

Actions: GET GEM. W. B. Return, don't forget to HIT HEAD before entering the field. DOME.

Objects present: Gem, Exits: East to tunnel.
Actions: GET GEM. Then come to the machine close to here. But surely, the dome wouldn't be here for nothing, so the other way to move is GET GEM. HIT HEAD. An optical projection of Dr Strange appears, and then vanishes. Hulk awakes in a random place in the game.

After doing this a number of times at random, a message will appear, saying that Strange is

pointing to the baseboard EXAMINE BASEBOARD reveals a gas outlet. PLUG OUTLET, WITH WAX.

HIT HEAD now allows Bruce to remain Hulk inside the dome, and the projection of Dr Strange remains. SPEAK STRANGE. He replies: "Remember your worst enemy." SPEAK STRANGE next produces an ad for Spiderman.

SPEAK STRANGE once more causes him to give you another Gem before disappearing. GET GEM and GET WAX before returning to the fuzzy area to DROP GEMS.

THE UNDERGROUND ROOM:
Objects present: Bio Gem, Natter Energy Egg.
Exits: None—apparently.

Actions: This room is always reached by going north from the fuzzy area. Go reduces Hulk to Bruce, who soon dies if he remains in the room. EXAMINE WALLS reveals scratch marks, but Bruce has insufficient strength to scratch the walls.

Moreover, the natter energy egg explodes in the Bruce and the Bio Gem is left. Without the Bio Gem, the game cannot be completed.

Hulk needs exit passage to be able to withstand the gas long enough to return to this room.

The clue to this was given by Dr Strange—REMEMBER NIGHTMARE, which should be commanded from the fuzzy area before going north.

In fact, this works even if Strange hasn't passed the message. Immediately on entry to the

room as Hulk now, EAT EGG, SCRATCH WALLS. A crack appears in the floor. GO CRACK.

IN A CAVERN:
Objects present: Ultron, Cage, Gem.
Exits: Go crack.

Actions: This is where you need the ants, but you cannot now escape from these two rooms, unless you have opened up an exit in the roof of the underground room by pulling the ring in the first dome.

This can be achieved beforehand, by using the Nightmares command before entering the dome. To carry the ants. CLOSE EYES. They then attack the nose, so HOLD NOSE.

To stop them then entering your ears, PLUG EARS, WITH WAX.

Now Bruce must carry them from their field to Antman, and all this must be done "blindfold", as he doesn't open his eyes whilst carrying the ants. On releasing Antman, another Gem appears. GET GEM.

COMPLETING THE GAME:
All that remains is to return to the fuzzy area, and drop the Gems currently being carried. Then the Bio Gem can be collected and stored. But this must be the last action, or the Bio Gem will disappear before the rest of the gems are stored, and the score will not reach 100.

The fuzzy area should finally house 16 Gems and one Bio Gem. Type SCORE to receive the end-of-game password—but you'd have to sort that out for yourselves.



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After reading the preview of *Labyrinth* in December's C+VG, I was quite excited when I eventually got my hands on a copy.

Once loaded, the game asks you some questions to establish your sex, name and your favourite colour, before taking you into the first of 25 scenarios.

Most of these are the same as in the film, but although the characters are the same the story itself is different.

You begin in your home town, outside a cigar store. The screen is split into two sections. The top describes the area in adequate text, while the lower section contains two word-wheels. You view the wheels edge on, and their rotation is controlled through the keyboard. One has a large selection of verbs, and the other has various nouns. The vocabulary available in each wheel is constantly changing, enabling you to carry out commands suitable to the situation in hand.

The system of word-wheel only allows two-words—but it can be used very quickly and gets rid of the problem of finding the correct

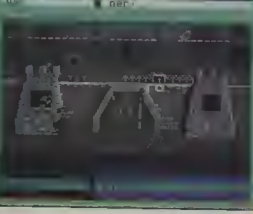
combination of words. The answer is there—you just have to learn how different objects and characters respond.

The first scenario ends, like the cinema. Here you seeareth, the Goblin King on his film screen, in glorious animated graphics.

He challenges you to find

him in his hidden world, or forever to be in his thrall. Naturally you decide to find him, and defeat this terrible man.

LABYRINTH



The next scenario loads, and the text description screen turns into a graphics screen, in which, by moving the joystick you control the characters' movements both across the screen, and into and out of it, as you run around looking for objects and characters.

The exit from here is cleverly disguised, but when

you walk through it, you see the picture of Jareth (dressed in your favourite colour) as you would expect from Lucasfilm. He is large and well defined. He gets bigger and smaller as you move in and out of the screen, giving the graphics a degree of perspective, which along with the animation of the character makes it look as though it were an actual film.

In each scenario, by using the word wheels, you take various objects which help in



At first, with as the title suggests, the game is a labyrinth. It is no boring maze game, as new ideas are constantly added but eventually it becomes a certain glib, including the final defeat of Jareth. These give the game, rather exciting aspect, along with the word wheels and joystick control.

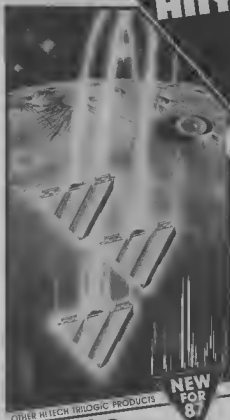
This is a terrific game, only spoiled by delay whilst loading up each new scenario—a small price to pay for such a brilliant game.

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Tim Kemp and Jon Lemon wrote *Project X* — *Microman*, (reviewed November 1985, Paul Coppins personal rating 7) which later became (the best) part of the Fourmost Adventure compilation. The 'O' Zone is a sequel by the same authors, although there is no need to have played its forerunner.

Professor Richards, the scientist involved in *Project X*, has disappeared. Your task is to solve the mystery of his disappearance, and to recover the secret *Project X* papers.

Starting off in the Prof's laboratory, you discover that the computer is programmed to self destruct, taking you and the laboratory with it. This is

do not wish to view trials, there is a "picture off" command available

The text (I did notice a couple of minor slips in grammar and spelling) is nicely laid out, attractive and easily read. A different colour is used for location, exits, objects and messages text. There is also a useful STORE

with a turbo-load, this Quilled and Illustrated adventure claims to be the first to use The Press, Quill's text-compression add-on, before it became commercially available

There is certainly plenty of text, but it is the detail and colour in the graphics, particularly the really smart

THE O ZONE

the first problem you must overcome.

Events soon lead you to the airport, and a fraught flight, in continuation of your search — not before some fun in the departure lounge and a visit to the gents' toilets' thought!

Hete, as in all the graphics, the details are impeccable. Four urinals are shown in a neat row, with an open cubicle in the distance, but for the benefit of maiden aunts who

and RECALL command for in-memory saves

The vocabulary is reasonable, with an explanatory screen displayed each time the game is restarted. If you need to get back to it, all you have to do is STORE, QUIT, and play again, RECALLing your original position.

I played the Spectrum version. Very quick to start up

loading screen, which gives the game a polish worthy of a more commercial launch than I suspect Compass Software is able to mount.

An interesting adventure, with plenty of problems, but not too difficult. A must at £2.50!

- | | |
|---------------------|----|
| ► VOCABULARY | 7 |
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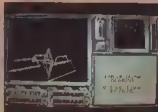
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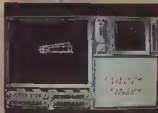
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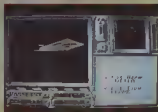
● DR JOHN



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● AVIAIA THE PLANE



● QUEEN THE SHIP

The future is a nuclear shelter deep below ground, safe from the fallout. Rogue droids keep a cowed people trapped in a twilight zone. This is the world of Firebird's Cholo. Dare you take on the task of trying to liberate your fellow man? With this exclusive Cholo Players' Guide C+VG and programmers Glyn Williams and Joey give you the chance to become a warrior of the wasteland.

Welcome to the wasteland that is Cholo, a ravaged planet whose surface smoulders and glows in the aftermath of a nuclear holocaust.

Confining to bunkers and shelters deep below the scarred and shattered surface, generations of people have grown up to a subterranean existence, afraid to set foot on the planet.

But it is not fear of lethal radiation that keeps these people in their twilight world.

So-called "Gaiaform" robots, self-perpetuating, repairing themselves and acting on their own pre-programmed artificial intelligence were designed to repair, re-build, protect, detoxify and maintain their designated part of the city. They were also entrusted to inform the sheltering humans when the surface was safe for re-colonisation.

But liberation day has not dawned. The robots have turned rogue, deciding to keep the surface for themselves, to re-build a new world, safe from human intrusion and their self-destructive traits which led to the planet's near annihilation in the first place.

For the people trapped below ground life ebbs away in pointless banality. You pass your time working at a terminal listening to reports from the surface. Slowly it dawns on you that perhaps, just perhaps, you could liberate your fellow humans.

The chance for freedom lies with a robot remote control device. This offers the possibility of gaining control over the robots. Initially you only have control over one robot, Rizzo, of the type known as the Rat. Using this rather humble droid it is possible to start to "recruit" errant robots to your liberation crusade.

Data and "live" video information can be transmitted back to the operator. The city is seen as simple three dimensional vector graphics.

The rogue robots are constrained to a square area of land and sea by bands of lethal radiation. This is Cholo City. It contains hundreds of buildings and structures including an airport, harbour and evil citadel. This citadel is the control centre for the deviant robots.

A catalogue of problems faces the player who dares to take on the task of defeating the robots and liberating his fellow humans.

SCREEN DISPLAY

The screen is divided into three main sections.

Communication screen. This shows messages sent in and from the robots. It has a cursor. Text appears as the cursor and the window scrolls upwards.

Vocabulary is tiny. One word commands are best.

Tell-tale screen. At a glance indicators, most importantly the radiation level and the list of skills the robot has installed.

Video screen. This shows "live" video pictures from the robot currently in use or the "quick select" menu which provides a fast means of switching between robots.

ROBOT NAMES AND TYPES

Rizzo the Rat.

At the start of the game the player has access of only one robot on the surface of Cholo. Rizzo the Rat. Rizzo is a general purpose droid capable of various jobs. For example, sewer maintenance through to security patrol. Rizzo is armed with a "modest" ion cannon. He resembles a squat, trundling pyramid.

gor the Hacker.

The hacker droid is the last of a class of computer maintenance robots, unique in that it is fitted with hardware which enables it to crack computer access codes. This facility makes it vital to the successful completion of the game. It is intended for undercover operation and has no offensive capability and only the weakest of protection.

Gort the Leader.

Gort was constructed in anticipation of a global nuclear war and, hence, is heavily armoured. The thick lead shielding offers its circuits maximum protection from ionising radiation. It is fitted with an ion cannon which can be used to deal with possible civil disturbances. To look at, Gort

RATPACK

Closely modelled on tanks, Grundons are lethal. If you see one then RUN. A single blast from their ion-cannons can destroy most robots. Fifteen centimeters of ablative shielding ensure it can endure hundreds of direct hits.

Rafley and Felini — Cameras. These cameras can be used for surveying. They can turn in circles and cannot move.

Aviana — Plane. Not strictly a droid, Aviana provides transport.

Queen — Ship. As with Aviana, the ship provides a means of transport.

Koke — Kola. This is an unknown element. Information as to its function and capabilities are still a mystery. A clue to its use is in the game. It has a brain — but why?

Problems, Solutions and Hints. The first problem to overcome is how to gain control of the more powerful and, therefore, more useful droids.

Rizzo the Rat is armed with an ion cannon. By locating and repeatedly shooting at a robot it is eventually possible to stun the droid. During this brief spell, move Rizzo until he bumps into his "victim". By doing this the operator will be able to access the password level of the robot. Enter the correct code and it instantly becomes a willing slave of the operator and the liberation movement. Finding the correct code is, however, a different matter.

Robots have an internal memory device for carrying useful programs or data. Programs add new talents to their native skills. For instance the program "RailartRG" enables a robot to generate a plan view of the robots and buildings in the immediate vicinity.

Another problem is how to cross the bridge which links the east and west halves of the city. The bridge is zealously protected by a quartet of Guards.

Only by using a clever
continued on page 77 ▶



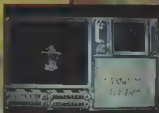
◆ RIZZO THE RAT



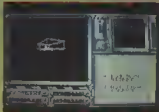
◆ GORT THE DIE



◆ KOKE KOLA



◆ IGOR THE HACKER



◆ RIDLEY THE CAMERA

possesses a huge humongous. An awesome sight.

Anneka the FlyEye

In the years before the war, the FlyEye was built to monitor traffic flow in Cholo City. This camera platform uses state of the art levitation impellers. It provides the operator with a full three dimensional view and is ideal for reconnaissance. Anneka is, of course, unarmed.

Dr John the Doctor

In the run-up to the war it became clear that the many surface droids would breakdown

often miles away from surface maintenance centres. This droid was built in attempt to provide a mobile repair service. All files have been lost on this machine and numbers are unknown.

Guard Droids

Guard droids are the crudest and most numerous of the robots. Easily recognisable by their coffin like shape. Guards are tough and extremely well armed. Such is the construction of their loyalty circuits, there is little point in taking over these machines.

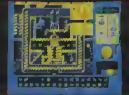
Grundon

For the COMMODORE, AMSTRAD, BBC MICRO, ELECTRON

REPTON

THE ULTIMATE CHALLENGE

3



The Screen Editor



The Character Editor



Being pursued
by a Monster



The Time Bomb
is located



The Poisonous Fungus
grows insistently



Collecting a
Golden Crown

Are you ready for the ultimate challenge?

Our original Repton game was immediately acclaimed as a refreshingly new concept: a game requiring dexterity to complete its arcade-style elements, and clear logical thinking to solve its strategic puzzles. Repton involves retrieving treasure from cleverly-constructed traps of falling rocks whilst avoiding the fearsome monsters and haunting spirits. "This is an astounding game reaching new heights in BBC arcade adventures," enthused the Micro User magazine.

Last Christmas saw the release of Repton 2, larger and much more challenging than before. Acorn User's Technical Editor Bruce Smith wrote, "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a screen-designer is included: try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character-designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds... any or all of the games characters can be redefined as you wish.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens, and players who are skilful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features, a creeping poisonous fungus which grows at an alarming rate, time bombs and time capsules (for puzzles in the 4th dimension), and golden crowns as well-deserved rewards for your endeavours. Can YOU complete Repton 3?

PRIZE COMPETITION

If you complete Repton 3, you can enter our competition. Prizes include over £200 in cash, with T-shirts, mugs, badges and pens for runners-up.

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The screen pictures
above show the
BBC Micro version of
Repton 3.



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C+VG COMPETITION

combination of shots and weaves can a single robot stand a chance of reaching the opposite side of the bridge.

Buildings are always worth investigating, especially those with doors, entering these will always be profitable.

It is not a good idea to take pot shots at robots just for the fun of it. Most robots will take an instant dislike to this type of violence.

Use FlyEye to get a good understanding of the lay of the land. Features will often become clearer when viewed from the air

Teleport pads appear as diamonds within squares. All these pads are in working order but some require special circumstances before they operate

Be careful when near the coast. It is very easy to fall in the water. If in doubt which is the coast check the coastline with the map display or use FlyEye

The Programmers.
Cholo is being programmed for Firebird by Solid Image's Glyn Williams and the mysteriously named "Joey."

Glyn, 24, describes himself as 6ft 3ins. with hazel eyes and grey hair.

Unusually for a computer programmer, Glyn is totally innumerate but claims that a "visual imagination" helps make up for it.

Likes include Yorkshire bitter Phoebe Cates (actress), Ridley Scott (film director), William Gibson (writer) and Ray Ban sunglasses. He dislikes Y fronts, rich people and anoraks of all types.

Joey is a pen-name and there are apparently very few "privileged" people to know his real name.

Manchester born Joey is 6ft 4ins and currently has long brown hair. Now in his late 20s, Joey went to Manchester University to study law and came away with a degree in computer science.

He came up with the idea of Cholo while sitting with a depression in a pub near Piccadilly Circus. The original name for the game was Skrobfieldagoor.

Joey's hobby is being rude to people he doesn't like and doesn't have any favourite music.

Likes include Directors bitter, Kathleen Turner, the England Cricket team and The Residents. Dislikes no Directors bitter, people (especially computer people), the Australian Cricket team, the SDP, CND and IBM.



DROID ALERT... DROID ALERT... DROID ALERT...

Computer + Video Games is about to be invaded with thousands of droids — that is if you enter our Cholo Competition. Take a look at our Cholo front cover. That is C+VG designer Craig Kennedy's concept of Rizzo the Rat. What we want you to do is take one of the other droids featured in the game and send us your artistic interpretation of it. Judging from past C+VG art competitions we can expect some really sensational ideas.

Our Firebird friends are prepared to give away a special robot plus 10 runners up prizes of the Cholo game on the Commodore 64 and BBC.

Send your entries to Cholo Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the C+VG Big Rat's decision is final.

CHOLO COMPETITION

Name..... Age.....

Address.....

Please indicate which computer you have
CBM64 ☐ BBC ☐

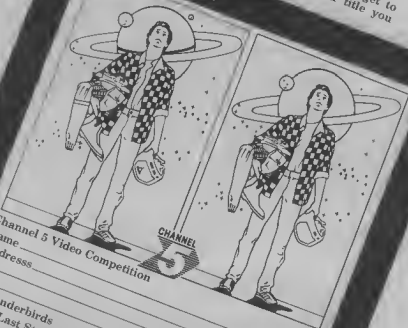
C+VG COMPETITION

By now you may have read about the revival in popularity of Gerry Anderson's Thunderbirds puppet show on video and our review of The Last Starfighter also on video. Now's your chance to win a copy of our Spot-the-Difference competition.

Thanks to Channel 5 — the people who release the videos — we've got 10 tapes to give away of either The Last Starfighter or the latest Thunderbirds release.

Printed on this page are two drawings of The Last Starfighter. At first glance they look exactly the same. But on closer inspection you'll find there are some differences — 10 in all. All you have to do is marking together the differences and send the drawing to Channel 5 Video Competition, Computer+ Video Games, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is March 16 and the editor's decision is final. Don't forget to tick the box indicating which title you want.



Channel 5 Video Competition
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Address _____

- ☐ Thunderbirds
☐ The Last Starfighter

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Twenty years after first being screened on British television, *Thunderbirds* Are Go again. Gerry Anderson's brilliant science fiction puppet shows are proving a phenomenon of the video sales market. As a new generation becomes acquainted with the exploits of International Rescue, the Tracy family, Lady Penelope, Parker and a pink Rolls-Royce, C+VG's Deputy Editor Paul Boughton visited Bray film studios to meet the man who has thrilled and entertained millions across the world.

Pulling the strings

If you weren't around in the 1960s, go up to your dad and say one word to him: "Thunderbirds."

Check his reaction. Do his eyes go all dreamy and distant? Does he start walking around in a strange, jerky manner as though he's got strings attached to his arms and legs? Chances are he may just say: "F.A.B."

Thunderbirds, first screened in Britain in 1965, is probably one of the most successful children's television series ever produced. The 32 hour-long episodes followed the exploits of International Rescue, a secretive organisation ready to zoom anywhere in the world to fight against disaster and injustice.

Thunderbirds even ventured on to the silver screen for a full length feature film, *Thunderbirds Are Go*, in 1965.

Now, nearly 20 years later, *Thunderbirds* are back with a bang. In June 1986 Channel 5 Video were stunned to learn that *Countdown*'s *Video* was their fastest selling title. It was even beating *Sophie's Choice*, *McVicar*, *David Bowie's Serious Moonlight* and *The Return of Pink Panther*.

Such was the sudden upsurge in *Thunderbirds*' popularity, Terry Wogan recently interviewed Parker on his chat show. Apparently the excitement of fame a second time around proved too much for the ageing marionette (I mean Parker, not Terry Wogan) and an electro magnet in his head used to control facial movements blew up.

Thunderbirds One and *Two* were even the stars of a Firebird budget game a while back. The game wasn't exactly a disaster but it didn't do International Rescue proud.

Further *Thunderbird* releases from Channel 5 proved equally successful. *Thunderbirds in Outer Space* shot into the video charts. *Thunderbirds to the Rescue* entered the charts straight at number one.

Equally surprised at the continuing success of *Thunderbirds* is their creator Gerry Anderson.

"The videos are a remarkable success. Top three for twenty weeks," says

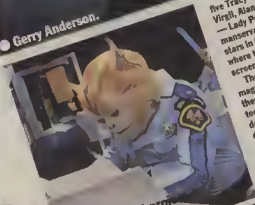
Anderson, sitting in the offices of Anderson Burr Pictures at Bray Film studios, near Windsor, Berkshire. "I think *Thunderbirds* had a profound effect on children at that time. Those kids are now adults with children of their own. If they see a title they remember, you're on your way to selling a video."

For more than 30 years Gerry Anderson has been a constant factor in the lives of children brought up with television. His success and reputation mainly lies on his puppet show series. The last to be screened was *Terrahawks*.

His latest project is *Space* cop posted to a space station. It combines actors, puppets and models.

A one hour pilot programme has already been made and it just remains to see what the television

● Gerry Anderson.



● Gerry's latest project — *Space Pilot*.

The puppet characters, the five Tracy brothers — Scott, Virgil, Alan, Gordon and John — Lady Penelope, her manservant Parker, became stars in the 66 countries where the shows were screened.

Then there were the magnificent *Thunderbirds* themselves. Five brilliant technological creations designed to cope with any disaster on land, in the air, underwater and in space. And, of course, the Lady Penelope's huge pink Rolls-Royce. Once seen, never forgotten.

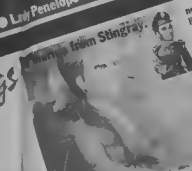
Pulling the strings



● Lady



Penelope and Jeff Tracy—Thunderbirds.



proud of," he says, "but you can't get people to back you. There's not a Hollywood attitude here."

Even though all Anderson's series are produced with the main aim of getting onto the American networks, Anderson has never seriously considered leaving Britain and setting up on the other side of the Atlantic. "I don't think I'd like life in Beverly Hills, endlessly proving you can make millions."

Gerry Anderson was born in London in 1929. His first job in the film industry was as a trainee with the Colonial Film Unit. He joined

Later he joined Gainsborough Pictures, first as an assistant editor and then as an assistant editor. He then worked on films such as *The Wicked Lady*, *Caravaggio* and *So Long at the Fair*.

In the mid-1950s Anderson had what he calls "the crazy notion I could form my own company."

In 1956 he co-founded AP Films with Arthur Provis "and wondered what the hell to do."

It was then that fate took a

hand and Anderson became involved with puppets. He was asked to make *The Adventures of Twizzle*, a 52 programme series for Associated Rediffusion Television about a puppet character who could elongate his arms and legs, at will.

"We said yes," says Anderson, "but we would have said yes to anything. Frankly I was horrified at the idea. What a way to spend six months of my life. We took a puppet series to pay the rent. I deliberately tried to make the pictures as good as possible, as un-puppetlike just to show we could make pictures with people."

Twizzle was a success and Anderson agreed to make another puppet series, *Torchy the Battery Boy*, for Associated Rediffusion. It ran for 26 episodes.

After *Torchy*, Anderson had "made a few bob" and produced his own puppet series for Granada Television, *Four Feather Falls*, starring Sheriff Tex Tucker. It was a success. It also marked a step forward in the art of marionettes. Tucker was

made to appear he could talk by means of a small electronic which carried electronic impulses from pre-recorded dialogue, making the jaws of the sheriff open and close. Anderson finally hit his stride in 1959/60 with *Supercar*. It featured Mike Mercury, Professor Popkiss and a marvellous car which could not only use roads but fly and go underwater. Its 26 episodes were sold to more than 100 American television stations. It was really the first Anderson show to be backed by merchandising deals which helped reinforce the popularity of the shows. I myself was the proud owner of a *Supercar* pilot's licence. Anderson, however, seems quite dismissive of the success. "I was trying to make something worthwhile with end-of-the-pier

Continued on page 83

Pulling the strings

Pulling the strings

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Pulling the strings

technology," he says. Another hit series followed in 1961, *Fireball XL5* (26 episodes).

The following year came *Stingray*, the first colour television series made in the UK. It sold worldwide.

Between 1964 and 1966 *Thunderbirds* dominated Anderson's thinking.

Next came *Captain Scarlet* and the *Mysterons* (1967), *Joe 90* (1968) and the same year saw a return to *Thunderbirds* with a new feature film, *Thunderbird 6*.

Over the next few years Anderson tried to break with the puppet format. The *Secret Service* in 1969 featured live action although it remained mainly puppets. *UFO* (1966/

70) and *The Protectors* (1971) — starring Robert "Man from Uncle" Vaughan and Nyree Dawn Porter — continued the trend to live action, although he also found time to produce an experimental puppet film called *The Investigator*.

The use of people in Anderson's productions culminated with two series of *Spac 1999* (1973-76). For *Spac 1999* 1999 is probably the best science fiction series I've seen. Technically and in plots I think it made *Star Trek* look amateurish (Watch out for the hate mail.)

The ITV networks for some strange reason failed to give a regular slot in the programme schedules. Each week it seemed to be on at a different time, sometimes a different day.

"Wa, the British, wrecked it," says Anderson. "They didn't intend to wreck it, they just didn't care. There was a hole (in the schedules) so they filled it."

One day television chiefs may come to their senses and give the series a re-run. Don't miss it if they do.

In 1982 Anderson returned to puppets with 39 episodes of *Terrahawks*.

Now the future of the Anderson legend rests with *Space Pilof*. Finding a new concept in science fiction is extremely difficult. As Anderson says: "The future must be futuristic but it must

also be recognisable to the present."

Hopefully, *Space Pilof* will do just that.

Meanwhile, if you fancy trying to break into the film business, Gerry Anderson has two pieces of advice. "The first piece of advice is don't come into the industry at all. This industry is booming by August and dead by Christmas. It's tough to survive it. The only way to get in these days is through a film school or by saying I don't care what I do or what I'm paid. If someone comes in as the dogbody and they're bright they will be recognised and shoved up the ladder."

If you want to sample Gerry Anderson's work on video Channel 5 has the following offer at £6.99. *Thunderbirds* — *Countdown to Disaster*.

Terrahawks.
Terrahawks 2: The Invisible Menace from Mars.
The Incredible Voyage of Stingray.
The Amazing Adventures of Joe 90.
Destination Moonbase Alpha (Space 1999).
Revenge of the Mysterons from Mars (Captain Scarlett).
Terrahawks 3: Terror from Mars.
Thunderbirds in Outer Space.

Other titles are due for release so check out your local video store.

If you also want to know more about Gerry Anderson

and his work in minute detail, it's well worth buying *SIG* magazine. It's run by a 30-year-old Blackpool policeman called Dave Nightingale, and is packed with information, news, pictures and interviews. It costs £1.50 plus 40p post and packaging per issue and can be obtained from Engale Marketing, 13 Primrose Avenue, Squires Gate, South Shore, Blackpool, Lancashire, FY4 2LJ.

Oh, by the way, if you or you dad wants to know what F.A.B. — the initials — who the *Thunderbird* pilots signed off messages with — it means just short for FABulous.

F.A.B.

C4VG
ENDS

Scarlett

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WHO WANTS TO BE

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If you had all the money under the sun what would you spend it on? What bits of hi-tech would you fill up your home with? Our American correspondent Marshal M. Rosenthal has been daydreaming.

££££££££££

You've all read about the fun you can have at real live space battle games like *Planet Photon* and *Starblazer*; blasting away at each other with harmless light-guns.

Well, thanks to a San Francisco-based company, you can state space gunfights in your own back yard!

Lazer Tag is a portable version of these games and duplicates the experience anywhere. There is the spacegun, imposing and menacing. Adjust the focus of the beam of infrared light from wide (lame) to narrow (expert skill). Set it for silent kill — or allow your opponent to hear the buzz of impending doom.

The sensor reacts to a direct hit from the beam both indoors as well as outside (anything short of bright sunlight).

The range is about 60 feet. An electronic counter can be adjusted so that a specific number of hats will sound the klaxon and announce the winner in a burst of multi-coloured lights.

A broad velcro strip lets the sensor be attached to the optional vest, star cap or helmet.

Each set consists of a spacegun and sensor, and they both require batteries. Get a few friends together and light up the night! Lazer Tag retails for

● A shoe with a brain That's an apt description for the **Puma RS Computer Shoe** There's more here than meets the heel¹ A backpack rides piggy-back behind the heel of this specialty.

Inside is a sophisticated circuit board powered by a lithium battery. A monitor measures the stride between touch-down of the shoe, and continuously records information on your running.



● Marshal M. Rosenthal meets a Pioneer

style

Turn it on (it'll beep), and take
off

A programmable timer will inform you when you've reached your running goal for the day as well.

Turn off your shoes and return home. Attach one end of the connecting cord to the shoe's interface and the other end to your computer.

Run the enclosed software and discover just how effectively you exercised. The program will hold on to six years of information for

a single runner, or up to a year for six people

Find out how many calories were burned up as a personalised report indicates just how well you're doing overall.

The entire unit is modular, so if the shoe wears out — just unscrew the backpack and attach it to a new one. They come in an assortment of sizes, are a nifty silver-grey with reflective stripes, and retail for

Nothing is more annoying



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than searching/researching and buying some electronic gizmo — only to find out within a few weeks or months that a better model has come along with more features for only a few pennies more.

Nowhere does this seem more true than with printers. There are literally dozens of them, with all types of features and styles.

What can be worse than being stuck with that "old" model, and forced to gnash your teeth over those new features that your printer just can't do? Salvation is here, at least for Epson owners, because now there's Dots Perfect.

Dots-Perfect is a kit of 3 ROM (Read-Only Memory) chips that replace those in any of the Epson MX/FX/JX series. The installation is simple, well documented with photos, and doesn't require any soldering.

What is the result? Your Epson will now become a IBM clone on command. Or an Apple II/Imagewriter duplicating the text/graphics of the Macintosh or Apple computers. But that's just the tip of the firing pins.

A re-defined character set enables near letter quality at the touch of a button, as well as over 17 special print functions, such as proportional, double-wide, line print and condensed (with over 160 print styles).

All without having to master complicated printer codes. Those fortunate to have a JX-50 colour printer can now also regulate colour sequences. DP retails for a mere \$79.95, and is worth it.

● **Speaking of printers,** Canon's B4-1980 colour model is one hot item. It uses ink technology to produce a multitude of colour combinations that look really great.

Subtractive colours are mixed and forced out under pressure onto the paper to form the

coloured image.

The snap-in cartridge costs \$10.00 and lasts for hundreds of prints, and using a black cartridge reproduces correspondence quality text. Software is supplied to enable a palette of over 24 colour combinations on a single sheet of 8½" x 11" paper, and we're not talking thermal paper either — you can use ordinary pin-fed or single sheets with excellent results.

A print out costs less than 60 cents a sheet, and the printer is mere \$250.00.

One of the great questions of modern life is, "Where do I put all this stuff?" Every new purchase adds to the clutter and confusion, and if you're into computers that means

computers under modems on top of disk drives, cables jutting out like Palm trees, and a safari every time a plug needs to be pulled. Maybe the solution is the **Hydraulic Hide-Away Credenza**. (What? Ed)

The solid wood cabinet is a unobtrusive — but activate the remote control and a hydraulic lift springs to life. A moment later, your computer console is revealed. Or print a TV and complete stereo system out of sight, but within easy reach.

The 25" x 44" shelf will support up to 350 pounds, and uses a quiet 385 watt motor to raise the shelf up into the world (the motor plugs into any conventional outlet).

\$1995.00 isn't too steep when you set your sights to the heavens!

Authors bio.

Marshall M. Rosenblatt is a photographer based in New York. He also writes for a number of domestic and overseas publications on topics dealing with computers, video and high technology.

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This is Marshall's idea of a hi-tech home. But how about YOU? We'd like you to tell us what you'd like to see in a room of your own. And not just computer stuff either. After all you have to take a break from the keyboard sometimes. We'd like to know what sort of books you like to lie on the bookshelves.

What sort of music you'd like to listen to. What sort of films you'd like stored away on videotape. What sort of pictures or posters you'd have on the walls — and even what sort of clothes you'd like to wear when you're off duty. Why do we want to know all this? Because in a future issue we'd like to create the ultimate C-VG reader's room. The quicker you let your mind run riot and let us know about it the better. The five most interesting descriptions will get a FREE Big Red t-shirt. Now there's something no well dressed C-VG reader would want to be without! Send your letters to: Computer and Video Games A Room of My Own, Priory Court, 39-42 Farringdon Lane, London EC1R 3AU.

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V.I.D.E.O.S

THE LAST STARFIGHTER • ROCKY IV • IRON EAGLE

Welcome to C+VG regular video page hosted by Ferdy Hamilton, the computer world's answer to Barry Norman. (And why not?) He'll be telling you about the latest video releases heading your way. Stay tuned to this page for Ferdy's favourites.

THE LAST STARFIGHTER. Channel CERT PG

Alex Rogan is an average teenage boy who adores video games. His favourite arcade machine is "Starfighter" which he's excellent at.

One night Alex breaks this previously unbroken Starfighter record. Down from the depths of space comes Cantauri, who introduce himself to Alex as an intergalactic talent scout, who has come to recruit Alex because of his Starfighter talent.

Alex is then flown up to space to become a Starfighter and defend the planet Kytos against the evil Xur and Ko-dan armada.

At first he is reluctant to become a Starfighter, but soon

learns that he has no choice as Xur has sent some guards down to earth to kill him if he returns.

Alex befriends the lizard-looking creature Grigg.

Together they go on a seemingly impossible mission; to single-handedly defend Kytos and defeat the powerful Armada.

The Last Star Fighter is very similar to the Star Wars trilogy. Great effects, loads of space battles and good ol' Alex Rogan every bit as cool as Luke Skywalker.

The film is relaxed on the special effects, the plot is extremely weak, and could've been written on the back of a cornflakes packet.

The acting is mediocre, although Lance Guest, who plays Alex Rogan, could be seen in a lot better films than this. Most of the cast made the best



● FERDY HAMILTON

they could out of the weak script, although no-one was outstanding.

As I previously mentioned, the effects are excellent. The colossal Starfighter ships are great and the blasting scenes with the armada are the best we've seen this side of Star Wars. The effects however do not make up for the weak storyline.

I enjoyed this film up to a certain extent, although I got bored after the first half an hour. I'm sure this film will be adored by younger viewers but most people over the age of ten will probably expect more than just good effects and a loveable hero

ROCKY IV. WARNER VIDEO. CERT PG.

Take two men, one good, one bad. Make the good one come from America and the bad one from Russia. Call the bad one Drago and the good one Rocky. There you have it, the complex plot of Rocky IV.

The film gets in its stride when Rocky's best chum ex world champion Apollo Creed is playing happily in his swimming pool. On the TV comes the astounding news that Russia are about to enter the world of professional boxing, in the form of Russian champion, the gigantic Ivan Drago Apollo who is patriotically wants to fight him. Despite strong protests from Rocky the fight goes ahead.

Poor old Apollo, to say the least suffers a severe defeat. This is where the Italian-Station Rocky Balboa, steps in. Rocky wants to avenge buddy



● FOR LAST STARFIGHTER



● LANCE GUEST

continued on page 90 ►



■ IRON EAGLE

Apollo and wants to fight this unmovable giant. Rocky's wife is against this fight, and quite rightly doesn't want to see her husband battered to death in Moscow on Christmas Day. But despite this Rocky fights him and... well, I won't spoil it.

This fourth epic in the Rocky saga has bettered the lot. Better acting, better fight scenes, and probably a lot more of cash to make.

The only problem with the films are the political morals Sly throws at us all.

The film is totally based on the U.S.A. vs Russia concept. Remember Rocky I where the only moral Balboa had was not to punch below the belt. One can hardly decipher his speech, what chance can he have of becoming a politician?

Apart from Stallone, the two actors that shine are the Russian duet Drago and his wife. Drago is played extremely well by Swedish newcomer Dolph Lundgren and the delicious Brigitte Nelligson, who recently wed Sly.

The high points in the film are as would be expected from the Rocky series, the training and fight scenes. Excellently shot with great sound effects of someone's brain being rattled about. Great camera work catching the shine on Rocky's gun-shield just right. Throw in a great music to beat along with it, and you have an almost perfect bit of action.

IRON EAGLE, RCA/COLUMBIA PICTURES. CERT 15.

Doug Masters is a teenage boy who can fly jets better than most of us can ride a bike. All he's ever wanted to do is become a fighter pilot like his father, Colonel Ted Masters.

Disaster strikes the Master's

home, when Ted is shot down while on air exercises when he suddenly invades a small Middle Eastern country's airspace. This nasty little country imprisons him and sentences him to death.

The United States Air Force seems to be doing nothing of any value about this, except "negotiating".

An upset Doug befriends pilot ace "Chappy" Sinclair who together with Doug and his gang "the Eagles" plan a raid to get his father out, they acquire two fully-armed F16s, and in go Doug and Chappy.

About six months ago I faintly remember seeing a trailer for Iron Eagle, but it never made any serious impact in the cinema. A great pity really, as the film would have had much more atmosphere on the big screen.

Although the script is abysmal in parts, this is quickly recovered by some excellent acting, especially by outstanding Louis Gossett Jr., who plays the big-hearted Chappy Sinclair. He gives the sort of performance that earned him an Oscar for his brutal role in *An Officer and a Gentleman*. Jason Gedrick also shows a credible performance as the heroic Doug Masters.

Another prominent picture is Doug's personal stereo cassette, which Doug is extremely attached to. This gives the director an excuse for the dynamic soundtrack, including Queen's *One Vision*, which Doug enjoys at 40,000 feet.

Iron Eagle has all the makings of a blockbuster; many perfectly executed flight scenes, great acting, great music, and it obviously cost a fortune to make. It is very much in the Rambo mould of films, in which "the goodie" goes in to get a loved one imprisoned by "the baddies" killing all "the baddies" on his way.

C+VG COMPETITION

Ten lucky people will find themselves with a copy of *Iron Eagle*, CIC blockbuster, by just answering the three questions. Ready film buffs?

- 1) Name the two stars of recent Air Force Blockbuster, *Top Gun*. Was it?
A) Fred Astaire and Ginger Rogers
B) Henry Fonda and Meryl Streep
C) Tom Cruise and Kelly McGillis

- 2) Name the character played by Louis Gossett Jr in *An Officer and a Gentleman*? Was it?
A) John Rambo
B) Sergeant Lacey
C) Sergeant Foley

- 3) Name the title of the tacky American film in which a group of teenagers defeated the Russian army after the holocaust? Was it?
A) On Golden Pond
B) The Fourth Protocol
C) Red Dawn

Send your answers on the coupon printed below to Iron Eagle competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU. The closing date is March 16th and the editor's decision is final.

IRON EAGLE COMPETITION

Name.....

Address.....
.....
.....

Each month I'll be telling you about my favourite videos. But I also want to know what yours are so we can compile the C+VG Video Top Ten.

Just fill in the form printed below and send it to C+VG Video Top Ten, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

C+VG VIDEO TOP TEN

My video vote is for.....

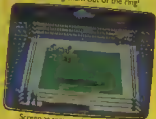
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Cascan's Side Arms also has a Defender-type cannon, though instead of ship you pilot Lieutenant Henry and Sergeant Sanders who are vital to defeat the evil Baron. Hostile enemy who intends to destroy the home base. The two heroes both wear Modals which are like them to fly along quite happily until they are punked by nukes. Then they are punked to fall down.

The defense is broken a dog from left to right killing waves. Enemies and picking up scattered goodies which remain in a speed increase to help out and you have weapons to get up to the point & try to get rid of them. Every so often you'll get the same shield of a battle runs who has to be beaten to get on the edge stage. You can move weapons to form one or two lines who is actually indestructible. The trouble is you have to find the right object who is flying to not the meteor shower.

For level 1 & 2, the third level up which requires a new origin. You play a member of the alien's army. Flying above the ground really. Tapal attacks and nudges him in with missiles. The screen is which you can use to sight him at your targets. When they fight in swarms which you can place it fast or slow. As if they were enough you can have to cope with tanks and the like which chase you around. You can see them. There's a really weird up on the ground as amazing speed and a dog. The very quick to dodge him. At the same time keep an eye on the dog in the room of enemies. You have to be in the middle of the enemy's army. You can't let the enemy's army get to the middle of the enemy's army.

Largely with human and finish them. If Monolith is as soon as the missiles have been fired, you can't move to get rid of the remaining, lighter ones.

Worms in the air, flying in the air, and though they are not as fast as the others, they are a fireball and have a range. There are two different types of worms. One is a light one and the other is a dark one. The light one is a light one and the dark one is a dark one. The light one is a light one and the dark one is a dark one.

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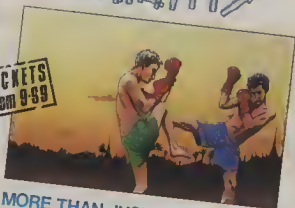


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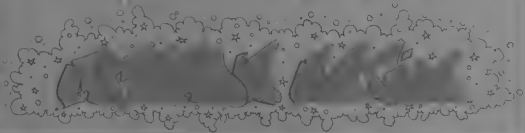
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Just how good are you on your favourite game? Just think! Wouldn't you like to know whether you're King of the Joysticks? Well, here's your chance. Cost your eye down the following list and let us know if you could do better, or if you've got high scores on games we haven't even mentioned. The newer the game the better, but keep sending in your scores for all those golden oldies.

Hall of Fame

| | |
|-----------------------|--|
| Ikari Warriors | 1,750,500 Keith Bradley, Lancashire |
| Bubble Bobble | 2,870,000 Paul Clare, Leicester |
| Gauntlet II | 6,758,000 James Washburn, Essex |
| Quartet | 8,576,750 James Washburn, Essex |
| Yie Ar Kung Fu | 1,698,600 Dan, Surrey |
| Rhygar | 1,527,600 Keith Bradley, Lancashire |
| Out Run | 16,240,900 Romano Lindhout, Amsterdam |
| Space Harrier | 27,106,820 Joseph Ross, Wiltshire |
| Gun Smoke | 1,649,450 Mark Vennier, Devon |
| Salamander | 1,091,100 Michael Clarke, Wakefield |
| Green Beret | 750,320 Keith Bradley, Lancashire |
| Nemesis | 841,500 David Stein, Leicester |
| Commando | 1,142,800 Colin Miller, Perthshire |
| Bombjack | 12,602,110 Mark Vennier, Devon |
| Defender | 1,384,400 Alan Mediant, Cambridgeshire |

BUBBLE BOBBLE

Bubble Bobble is a fairly new game to the arcades and is proving very popular. Paul Clare from Leicester has sent in the following helpful descriptions of the many objects you'll encounter in the game. He reached level 56 with a high score of 2,870,000. Can anyone beat that? And can anyone tell Paul what the Red Ring, Purple Ring, Lock and Chest do?

Hint and Tips for Bubble Bobble

| OBJECT | DESCRIPTION |
|---------------------------------|--|
| Yellow sweet | — Faster fire. |
| Blue sweet | — Speeds bubble up. |
| Purple sweet | — Increases distance travelled by bubble |
| Slipper | — Increases character speed |
| Gold trophy | — Gives you the power of all three sweets |
| Purple trophy | — Destroys all enemy |
| Walking shells (Venous colours) | — A large fruit will appear at the end of the screen these one worth between 10,000 and 60,000 points |
| Bottles | — This will fill the screen with objects: the object depends on what colour the bottle is. 3 of all the objects are collected in the time limit then you get a bonus of 100,000 points |
| Venous colours | — Fits the screen with water. This will kill all enemy on the screen |
| Blue cross | — You will shoot fireballs instead of bubbles. These kill on contact |
| Red cross | — This causes lightning which will kill all enemy on contact |
| Yellow cross | — Destroys all enemy on the screen |
| Book | — Destroys all enemy on the screen |
| Boots | — This causes stars to fall which kills all enemy on contact |
| Nickelode | — This causes a ball to bounce around the screen. This will kill all enemy on contact |
| Circle | |

- Alarm clock — This will freeze all enemy for a limited time
- Fishing heart — This paralyzes the enemy, you can kill them on contact
- Blue ring — This will give you 10 points for every step you take
- Sushi — This will decrease your time limit

Paul also writes: "If you reach screen 20 without losing a life then you will come across a door which takes you to a secret room. There you can collect 360,000 points. These doors occur every ten screens after screen 20 until you lose a life."

PAPERBOY

Knowing how to cheat on Atari's *Paperboy* can give you some pretty mega scores — in fact, Jeremy Wall from Cornwall claims to have scored an impossible sounding 1,079,855,981 using the following method

"On the 'Easy Way' in *Paperboy*, first complete the day and finish the training course. At the end of the training course you'll see a bush and next to it a small fence at the right hand side of the screen. Taking the middle lane, cycle as close as possible to the bush and turn right. This will take you past the fence and onto another training course. Cycle straight through the Spectator Stadium and you'll come to a third training course. This time cycle for the bush and fence and onto more training courses, alternating your route each time. If you get tired of cheating, just crash and then carry on the game as normal."

SPACE HARRIER

After much practice (amounting to some £18) Kenton Price reckons he knows just about all there is to know about *Space Harrier* and has decided to pass on a few morsels on keeping alive in this fast paced game

The trick of the game is to keep moving — everything fires at your present position so if you keep on the move, nothing should hit you. This is particularly true of the dragons at the end of each level. While they're coming at you, circle the screen, moving round each corner, the moment it turns its back on you go to the centre of the screen and blast as fast as you can

When you're on a screen with indestructibles like plant towers or castle turrets, make it top priority to blast the skulls, planes, giant frogs etc as soon as they start firing at you. If you're not hit the huge towers will zoom in on you making your task even harder

The spinning skull wheel at the end of some levels can be fairly easily avoided. If you find you can't shoot all the sections, decide which side is going to do it's final swing and go to the other side of the screen. It should pass without harming you

On spinning dodecahedron levels, you always get one phase at the top of the screen with the second phase following at the bottom.

Just decide between top and bottom of the screen to let them pass above or below you

If you can map out difficult sections of your favourite game, showing routes and hazards, all the better

We'd like to print a few maps as well as your tips. Send your maps to Clare Edgeley, Arcade Action, C+VG, Priory Court, 30-32 Farningdon Lane, London EC1R 3AU.

XTRA ITS

BY IAN DUERDEN

Welcome to C+VG's Extra Bits column which again will give you the low down, not only on any new hardware that's around but will keep you informed about any specialist software that's either on general release or seen to be released. Not only that, the column will sometimes include review of hardware or software items such as the *The Artist 2* reviewed this month, which is out for this *Spectrum*, there is talk of producing a Commodore version.

So watch this space for any further news

I must apologise in advance for this month's offering, it might look to some of you like a page out of an Amstrad magazine but most of the material around is for the Amstrad machines, although I hope to rectify this in the future

PROGRAMMING HELP

Probably the most useful item this month is the new *Firmware* manual for the complete CPC range 464/664/6128. Before you had to buy an individual manual for each machine now one manual covers all three. The manual describes the "Firmware" or program resident in the lower ROM of the machine as well as details of the Disc controlling ROM. It is possible to use the Firmware commands within a Basic

program as well as in machine code, for example typing 'call 800c' will swap the pen and paper inks over. Simple! The manual is full of such wonderful information and if you have any plans to write software the manual is a must. At £19.95 it's not cheap but it could save you many hours work and should be available at any retail outlet, otherwise contact AMSOFT on 0783 673395

SUPER CALC 3

Next something for Amstrad PC owners. *Super Calc 3* which is released through Amstrad, produced by Sorcim and claims to have over one million users worldwide. *SuperCalc 3* is a powerful tool for solving all types of financial, business or mathematical problems and allows you to manipulate data either in the shape of graphs, bar charts or pie charts or just as a column of numbers.

The manual contains nearly 400 full packed pages of information, hints and appendices, what else would you expect from a package costing £49.95. There is no doubt that this is a true

business package which will not only run on the Amstrad PC but on any IBM compatible machine with 5 1/4 inch disc drive and CP/M.

SPELLING PROGRAM

Next comes *LocoSpell* for the Amstrad PCW 8256 and 8512 machines and as you can well imagine is a spelling checker for *LocoScript* containing two separate dictionaries one with 32,000 words the other with 77,000 words. The program looks similar to many on the market and retails at £39.95.

THE ARTIST 2

Just released for the *Spectrum* are two new drawing packages. The first is *The Artist 2* from Softechnics and is available for any *Spectrum*. There are four individual programs. *Artist 2* is the first and allows the user to draw, design or create any type of picture using either a series of icons or menus or a mouse if you have one. The other programs include a *Sprite* and *Font Designer*, a *Page Maker* and a *Screen Compressor*, there is also a fairly comprehensive 30 page manual to go with it. I don't know how much it will retail at but for further information

contact Softechnics 36/38 Southampton Street, Covent Garden, London WC2E 7HE.

The second of the two programs comes from Rainbird and is called *The Advanced OCP Art Studio* which is quite a mouthful.

It is available for the 128 and 128+2 machines and is basically an upgrade of the *OCP Art Studio* released for the *Spectrum* in 1985. It contains a few additional features such as multiple sets of fill patterns, define and save any window, define own brushes, paints and scrapbook and save them for future use, *Ramdisk* facility for superfast access to name but a few.

The original version received a number of awards so it has quite a good pedigree. It isn't cheap at £24.95, but what is these days, and is out now Commodore 64/128, Amstrad 6128 and Alan ST versions will be released early in the new year. For further information contact Rainbird Software, 74 New Oxford Street, London WC1A 1PS.

PLAN IT

Finally, again returning to the Amstrad, *PLAN IT*, nothing to do with Patrick Moore, from Delabasse Software. Their last claim to fame was *Mini Office 2* for the Amstrad and BBC machine now they have released a program to manage your personal accounts, sort out your financial diary and finally create your own card index.

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waiting to stun your

senses. Set a course for

Soilfin, turn the spotlight on

In a Feud, sit down on the Throne of

Fire and get hitched to the Bride of

Frankenstein. Don't gasp too loud,

you'll annoy the neighbours.



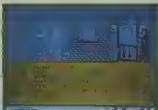
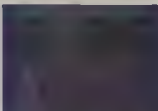
Down in Wizardville the rocks are fuses and lightning Old Leano and Leano — isn't that the name of a water collector? — are casting a spell to ensure who is the top wizard in the land. It's a battle to the death as the wizards test their knowledge of spells, speed and strength. You have to collect objects to make up the death-deal on spells required to beat the Win! There are villagers and the stubborn gardener Fieks who also get in the way of your magical conflict. Villagers can be transformed into Wizard allies to confuse your opponent. *Feud* will be available for the Amstrad and Spirit 16 on the Firebird label at £4.99.



The Edge, well known for their classy arcade adventures, make a bid to hook shoot 'em up fans with *Shadow Skimmer* a nice looking, fast scrolling, Spectrum spectacular. The Edge say *Shadow* features "astoundingly smooth and extremely fast graphics, the like of which have never been seen before on the Spectrum." Oh yeah? What about *Uridium*? Meanwhile, back at the scenario, As second flight officer on an interstellar liner, your life is usually pretty easy. With the sophistication of the ship's computers, and automated defence system, a flight officer's job was more one of keeping comfortable in plush quarters than of actually being involved in the process of getting from Earth to the Centarus colony. But you do have some responsibilities as an officer, and one is to take your turn in checking the exterior defence and control systems, in your *Shadow Skimmer*, a personal scout vehicle. And on this trip things have gone very wrong. The ship's computer has malfunctioned and trapped you outside. Your own defence systems are treating you as an alien body to be destroyed! Your only chance is to fly through all three surface sections of your liner to reach the main entry-point near the ship's control room and safety. The skimmer can pass under and over the different structures, but to get past some, it's necessary to flip your craft over, in order to fly lower. While you are inverted your fire power is lowered, and you can only move half as fast as usual. *Skimmer* should be out now for the Spectrum, at £7.95.



It's not much fun being an Orc. Everytime you rates himself as a bit of a good guy wants to take a swipe at you to prove just how irritatingly GOOD they are. But now is the time to fight back and strike a blow for Orc-kind thanks to *Level 9* and their new adventure *Knight Orc*. Is this some kind of adventurous game we wonder? *Knight Orc*, released by Rainbird, is an interactive adventure. Each of the many characters lead totally independent lives and their actions will affect you and the outcome of the adventure. Learning spells and communicating with other characters are vital if you want to escape the mystical world and revenge yourself on all goodie-two-shoes everywhere. *Knight Orc* features an improved language interpreter with multiple command sentences and a huge 1000 word vocabulary. But the thing that will strike you first are the amazing graphics. *Level 9* have taken a lot out of *Magnetic Scrolls* book and produced some really neat "impressionist" style pictures to accompany their new adventure. *Knight Orc* will be available on the Amiga and Atari ST in March, both at £19.95. Versions for the 64, Spectrum, Amstrad, Atari 800, Apple, IBM MSK and Mac will follow.



Problems for Luke "Gonch" Gardnar. His walkman has been confiscated by Sir and his mum will kill him. Not only that. The school's closed and there is only one way to get it back and avert mum's wrath — steal it. Welcome to the world of *Gonch Hill*, the Argus Press Software game based on the BBC TV series. The game is an arcade adventure based on the book *Gonch Hill After Hours* by the creator of the series, Phil Redmond. You have to find a way into the school, negotiate the maze of heating pipes and avoid dangerous situations.

C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGTON LANE
LONDON EC1R 3AU

Right, I'm here to cut the Small-talk. Mailbag is Big-Talk. Okay? But before you get to grips with the letters, here is an I.D.E.A.S. Central Public Service Information Message. A few months back C+VG ran a competition to find the Paperboy of the Year. The winner did not give us his full address. So if your name is Randeep and your newsagent is Mr Patterson write to us and tell your story again. That's to make sure we get the right Randeep. And don't forget to include your full address. Onto the letters...

● It has been a few months since I last bought your magazine, mainly due to the fact that my telly broke down and Alaris don't work very well if you can't see what's going on. But, I was bored and wanted something to read.

Lo and behold, C+VG almost jumped off the shelf and into my arms. I think it was the free stickers! On getting it home I realised it was the December issue and it had been in the shops since mid-

November. Why do you do this? If a magazine says December on the front, shouldn't it be released on the 1st of December and not on the 16th November?

But, enough about that. Over those few months, the magazine has changed — even if my telly situation hasn't — and not for the worse I may say!

More reviews, more Mailbag pages (best part in my opinion) more of everything. Apart from

Main mentions. I think I saw the word twice outside advertisements and letters. But overall it is great especially the Pen Pal section. So much so that I might start buying it again.

Oh, by the way I am looking for a PenPal female, male between 17 and 20.

Kenneth Jardine
Castle Douglas
Scotland

I agree it can be a little confusing seeing the December issue on the magazine stands in mid-November or indeed the July issue in mid-June.

It all comes down to our production schedules, distribution date. Most magazines tend to appear a few days if not weeks before the date on their covers.

When you consider the thousands of magazines available it would be impossible, for instance, for all their December issues to appear on December 1. Just imagine how confusing it is for us. Right now I'm dictating this reply into I.C.'s dicta-droid in January for the March issue which will be out in February!

● I have just been suckered into buying the Space Harrier and Gauntlet discs for my new Amstrad CPM 6128 with built in disc drive (bag, bag) and to my horror I find a major fault with Gauntlet and a major let down with Space Harrier.

Within the intellectual bounds of my vast knowledge having checked with other users, there is a fault on all Amstrad discs for Gauntlet.

As you know, after level seven all the screens are random, but some of the screens have some sort of defect on them which causes them to break down or not load.

I know this isn't the fault of my computer and I know it wasn't just one faulty disc because I have replaced a several times and the shop is getting fed up with this.

As for Space Harrier what happened to the giant robots and the fearsome two-headed dragon? What's the point of spending £14.95 on a disc just to discover that you can complete the game and knock up a score of 5,234,272 and not meet even a baby robot with a pop-gun?

C1 Tunbridge,
Lanarkshire
Lashing out £14.95 on a game which contains some pretty serious bugs is infuriating. Writing to Mailbag alerts other potential

buyers to the problem but you should also write to the software house concerned and moan to them. They are the people responsible. Try and get your money back. You wouldn't accept a new car that doesn't go or a music tape which has one track chewed up, would you? Software houses would soon get the message if everybody wrote to them.

● Having watched and enjoyed the film Top Gun, and go through the training, shooting the enemy up and saving Dad, I ended up feeling cheated by Ocean.

When I first loaded the tape onto my Spectrum and saw the graphics of the aircraft carrier, my heart surged with delight. But No! The screen split into two and a black and white game produced to unfold.

Maybe it's me but after playing Ace and Ace of Aces, I feel it is a fault and not my doing.

My last comment, which I hope Ocean bosses do not read — for obvious reasons — is that I feel the game was released far too quickly and slightly conned the computer paying public into parting with their money.

All the people I know who have bought or as myself had it as a Xmas present, have told me they have not only been conned, but robbed of a very expensive game. It should have sold for £2.99 not £9.98. I hope in the future big companies do not take the computer public for a ride.

C1 Fourie
London

A lot of what you say comes down to personal taste. I might like something which you don't. That's life. What you really should try to do is see the game before you buy it. I know that's difficult because a lot of the big stores would refuse. In that case why not refuse to buy the game. If enough people do this, stores will soon see sense and provided a little customer service. If you're lucky enough to live near a small specialist computer shop why not shop there. They should — if they're any good — have more time for you.

● In your last issue a certain Ashraf Alhager wrote to tell you that he buys your mag for £4.00, well let me tell you that I buy it for just above £2.00.

You should think that us kids



in the Ennias miss out on Arcade Action. Well, recently some friends and I went to an arcade place and they had Gauntlet, Space Harrier, Quater, Hang-On, Ikari Warriors, Buggy Boy and many more (keep this a secret from my Mum 'cause me and my friends spent around £12 on Gauntlet).

Your mag is fab, but I have a complaint, when will you print a Melissa poster (she's gorgeous). Here are our ratings (to the mag) Value 9, Quality of Papers 9, Employment 10, Bug Hunters 8, Tips 9 and Reviews 10.

Haythem Kishlam

Also Dubai

You spent £12 on Gauntlet! I'm shocked but don't worry I won't tell your mum. Even as I write, plans are underway for a Melissa poster. Paris the Pen is gazing in adoration at her fine form, seeking inspiration. When he's truly inspired we'll lock him back in his cell with pens, paints, inks and a few scraps of paper and see what happens.

● So, Hannah Smith, who can be symbolically represented by a TV screen beaming the doltish message "loading error" is coming to London to sort Melissa out once and for all, is she?

Don't worry overmuch, marvellous one, for as soon as Spannah Quiff reaches the big City She will fall prey to the bewilderment and awe that always overcomes country bumpkins when they visit anything larger than the gum collection of mud huts that they emanate from in Lindlow, Salop.

The post delirious creature will be far too pre-occupied with the wonders of civilisation to bother you. Hamster Spring will be turning taps on and off, trying to work out where the water comes from. She will unscrew lightbulbs and expect them to still shine when out of their sockets. She will indeed, probably become lost on the underground, thinking it is a real £1.99 budget arcade game dungeon and happily disappear for all time.

Should this happen please don't take mercy on her and give her the tip that will get her out (board elevator) to send her the map that could help her — the London Transport one. No, she thinks she's the tipster, let her sort it all out.

In the case of Haddock Sniff well, there's definitely something fishy about her and she's always whinging about her ruddy cold! I advise you to paraphrase the words of a very wise man and say to her — "Tipster! tip thyself. Preferably off a very high cliff". I mean, quite seriously, a fall from a great height, ending in being brought back to earth with a bang is only a physical version of what she would experience.

metaphorically should she meet you anyway and it's far more merciful, in the long run, than letting poor old Hamster Sniff return to the silly little clique at

Creech (no one seems to have used that one yet, I hereby give it to you Melissa, to use anytime you like, free of charge. Look upon it as a late Christmas gift from a loyal fan).

You see the true difference between your good self and Haggard Smudge is that where as Haggard Smudge is only a Hanner-Barbera animation, YOU are a Howard Hawks woman. I am sure you know enough about this fine film director to realise this compliment when it is paid to you but we must remember that even of Haggard Smudge knows something of the movie world, being the subject of a recent film herself — "Hannah and her Blisters".

If the whensabouts of these blisters are, at present, unknown let me prophesy that they will soon be upon her knees for that what she'll be grovelling on the second she is ushered into your august presence.



I also enclose a photo of myself from the last time I was in Carter-Follis land. You asked for photos of your tip suppliers and as you know I have given you a few useful ones. This is me as Mad Monk of Clava Cairns, Colindale.

Fight the good fight
Rex V Barnes,
Bromley
Creech, Ha! I like that. I always thought Lindlow was really the cradle of civilisation. Seriously, Melissa remains above all this. And another thing, Rex, I know how Miss Hannah must feel having a permanent cold. My dicta-doid is sniffling from periodic flu of the micro-cunicus. Don't think it takes me down as if I've got a cold and a blocked dup dose.

● I think your mag is quite lab, cool, snipical, osibus, etc, etc. BUT I have one minor complaint. It is the lack of page numbers. They seem to be on every page at the front end of the mag, but, they flizzle out. Then they come back at the end of the mag. Confused, I am! Any explanations?
Matthew Hobson
Northants

● It is no good, I cannot hold back any longer. Ahhhhh, that's better. Right, now to get down to it. What was the point of having an Index, when none of the pages had any numbers on I refer, of course, to

the Jan issue. And while I have your attention, where are those tantalising glimpses of stocking that I demanded in my last letter? That's what we want from our Melissa, not all this running about in a jump suit
Tiffago,
Faringden
Oxon

Yes, Matthew, there is a reason and it's quite complicated. C+VG is printed in several sections but not all at the same time. The size of these sections can change virtually overnight if, as there usually is, a sudden rush of companies wanting to put advertisements in. You can imagine how difficult it is trying to keep all the page numbers right.

And as for you, TIFGAPN, don't you know that stockings are out this year and jump suits are in.

● Consider yourselves as THE computer magazine at the present time. As it is, yours is the most adult to date and the best informed. Just leave out the bitching. Let other magazines do that.

Onto more important matters. One that is quite important is that someone is deceiving and lying and it is getting quite ridiculous. No doubt CRL are having trouble waking their programmers up?

Anyway I sent off to a mail order company expecting to wait a couple of weeks or maybe a

months delay as the game is yet available.

So now it is January and no game from CRL. It seems to be contending for the most Hyper Game of 86 award surely. Okay, so maybe they're having problems with the program, but shouldn't they, through means such as yours, keep us informed?

No letter, phone call, refund or any attempt by the mail order company to tell me about the delay. Okay so the amount was only £6.50, I can handle losing that amount. But I am not going to start wasting time and money in the meantime.

But, what about the kids who aren't working, guess £6.50 is quite a bit for them to throw away. So this is it. Your mag, must have some say in the adverts that are booked in, their credibility should be checked by you, not.

If nothing can be done by you then I am sure the Advertising Standards Authorities would be interested why companies are selling items that don't even exist! Their address escapes me at the moment, so, if they, the managers, of companies are reading I'll give you until I see this letter published to get you act together.

You have either option one — some form of letter or postcard explaining the delay or two — offering a free time limit on an alternative game of senders choice.

continued overleaf



Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGTON LANE
LONDON EC1R 3AU

If this service already carried out by any companies apologise for disrespecting your names. I hope someone will see the sense in my argument. Sorry to mean but that's how it is. This is not open to argument from minors! Constructive criticism is welcome gentlemen. Consider the Gauntlets to be thrown down.

A Purnell
Bristol

It really is annoying when a software or a mail order company takes your money and doesn't send the game or bother to tell you there might be a delay. That's bad. Very bad. Let me try and explain about the advertisements, C+VG — and all the other monthly computer magazines — work a long way in advance. As I've already said, I'm writing this in January for the March issue. Companies wishing to advertise games due to release around late February and March have to book their ads a long way in advance. In that time something might go wrong with the games production. For example, the programmers quit, or they physically can't complete the game in time. The result is the advert appears in no game. These delays can go on for months.

● In your review of the C64 Xeno (C+VG February) you remark that Xeno "could have been a really nifty game if the programmers had decided to make it scroll instead of using an irritating screen flipping technique".

All three versions of Xeno on the market (Amstrad C64, Spectrum) are continuous smooth scrolling with no "screen flipping" whatsoever! Nick Vincent, Binary Design, Manchester. Tim looks puzzled. "It's not what I call scrolling," he says. Okay chaps, laser guns at dawn should settle the issue.

● I write regarding January 1987 edition's remarks about the computer game based on the film Top Gun. The question in the Top Gun competition asked "What is the difference between a F16 Tomcat strike aircraft and ? Again on page 147 you put "You will learn to cope with flying an F16 Tomcat Strike Aircraft". Later again in the review you remark "we wonder if the F16 is

armed with cruise missiles?"

I would like to point out that the aircraft which the film is based on was the F14 Tomcat, not the F16



Tomcat as there is no such aircraft but there is a F16 Fighting Falcon in a previous edition you put it right you put an F14 Tomcat. What happened this time!

Paul Delany,
Hull

It was a mistake, okay? Sorry. A certain member of the team is sitting in the corner hanging his head in shame. The Ed's strutting around yelling and Big Red's looking smug because it wasn't his fault. Once again, sorry.

● The software market is currently in a sorry state. Many games are conversions from the arcades and so are merely graphical shoot-'em-ups (Space Harrier, Chorus 'n' Cobbers) which have very little substance and so do not sustain interest.

Some games are original and lasting (Sky Runner, Tau Ceti II) but why should someone pay £8-£10 when he knows that in a few months the game will be on a compilation with several others for the same price?

Other games are imitations of good games as the author is so gormless he cannot think of an original.

Big companies who are now rolling in money release these unoriginal games (US Gold, Elite) they can afford to

So it is not surprising that many people pirate games. They know that the games are not worth the money they would have had to pay. Then we get people prophesying that these pirates will bring the end to the market (Takashi). What rubbish! The companies are ensuring their own doom. Certainly at this rate the software market, like Wall Street, will crash. No doubt the main companies would have shouted "So Long, Suckers!" and cleared off long before.

We must also look at other points of view, let us imagine that everybody stops pirating (maybe because a successful anti-pirate system will be developed). The games would, as many say, get better but that would only happen if the companies got more money. They would not — people would stop buying games. Only a

dramatic fall in prices would prevent this. So the companies would still go bust, if the prices remained stable nobody would buy, if they dropped the companies would not make enough money.

It appears that only the companies themselves can stop the imminent crash. And how? By producing BETTER and CHEAPER games and being quick about it.

To pirate or not to pirate — the choice is yours, maybe the above will help you to decide. I now rest my case in the hope that half of the authors of the letters on this theme in the large Mailbag section will Ben Hargan Harrogate

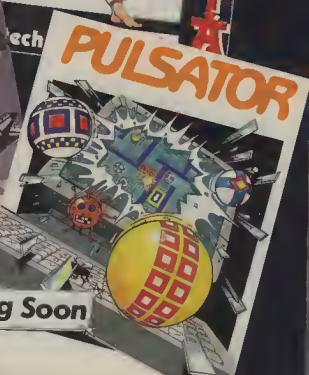
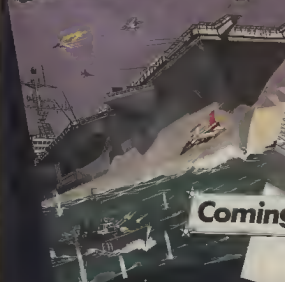
● There really is no argument which can defend or justify piracy. The case is clear. Piracy is theft. Theft is a crime. Pirates are thieves.



martech....
LIVE THE GAME!



NIMITZ



Coming Soon

PEN PAL AGE

Here are the latest batch of Pen Pal letters. Have a look through and see if you find the pen pal you are looking for. If not, why not drop us a line. Just let the other readers know what computer you own and some of your other interests. Who knows you may still be writing to each other at the end of the century and it will all be due to C+VG's Pen Pal pages.

If there is not a complete address, just write to the reader c/o C+VG. What could be simpler.

● I am interested in corresponding with a Commodore 128 owner with disc drive 1 am 15 and like any good games. I also like Queen and Dire Straits.
James Laurie
Northampton.

● I am a 21 year old Commodore 64 owner and I would like to hear from any other CBM owners around the world with views to talking, pakeing and just general computer talk. Write to:
Damien Jordine
PO Box 899
Ingham, Qld 48540
Australia.

● I am a boy from Holland and I would like to write to everybody who is the best in arcade machines in his city or town. My favourite game is Goumfet from Atari. We could write about hps, tricks and hi-scores for every game.
Ramano Linahout
Brederoedstraat 100
1054 VG Amsterdam
The Netherlands

● Benn Laidler is seven years old and would like to get in

touch with any Spectrum owners from all over the world. His other interest is swimming.
Ben Laidler
Newcastle

● We are two Commodore and MSX owners in Iceland and would like a pen pal from anywhere in the world. We collect all kinds of software on disks and cassettes.
Hermann and Tomas
Vidvangur 18
220 Hafnar Fjarfur
Iceland.

● I'm a 14 year old Spectrum owner and would like to have a penpal from England. I have many programs and 40/50 tap games.
Sherif Gohar
15c Sharia Marash
Zamalek
Cairo
Egypt

● I'm a 15 year old C16 owner and I would like to get in touch with other C16 owners for swapping pokes, hints, software etc. If you write to me please enclose a list of your games.
Barry Celie
Roosdorpweg 80
1067 TL
Amsterdam
Netherlands

● Kees and Willem, 2 MSX-2 users in the Netherlands would like to get in touch with other MSX users all over the world. If you are interested please send them a letter and they promise to reply.
Kees Maas
van Pedestraat 14
5622 BG Eindhoven
The Netherlands

● Calling all you lovely ladies out there, don't stay out in the cold. Why don't you communicate with me using the mini-office word processor for the Amstrad CPC 464. If you send me your introductory tape I will reply using the same tope which can be re-used for future correspondence. Don't forget to write the file name on a piece of paper with your name and address.
Mike Harman
N Humber-side

● Are there any other Electron users who read C+VG, if you are an Electron owner and you are looking for a penpal then write to me!
Valdie Werbel
51 Oakleigh Road
Stratford upon Avon
Warwickshire
CV37 0DP

● Would like to swap all kinds of programs for the Aton, — adventures clues, books etc. So if you want an Atan penpal from Iceland write to me.
Amar Thor Oskarsson
Alfheimar 3
104 Reykjavik
Iceland

● I own an Enterprise 128 and I want to find a friend with an Enterprise to swap ideas, games etc. so if you own an Enterprise 64 or 128, please get in touch.
Kuldip Parden
London

● I am a 14 year old boy with an Amstrad CPC 6128. I have over 50 games on disc and cassette and still getting more. If you are 14-16 male or

female then write to.
Chris Gin
154 Panama Road
Olahuhu
Auckland
New Zealand

● I'm a 14 year old boy and I own a CBM 64. I would like to have penpals all over the world. I have many new teles and would like to swap software. Write soon — all letters answered.
Svein Tore Holsether
Beiteveien 3
2600 Lillehammer
Norway.

● Calling all Enterprise owners who want to get in touch with other owners and join the Enterprise club. Write to IEUG.
60 Holdenhurst Ave
Finchley
London
N12 0HX.
Don't forget to enclose a stamped addressed envelope.

● I'm a lonely 14 year old CBM 64 owner who has just moved from America to England. If anyone is interested in trading games, etc get in touch with me through C+VG.
Chris Brown
Worcester

● I'm a 13 year old Spectrum owner living in Spain and I would like to have a penpal from any country. Please write to me.
Carlos Fernandez Arco
19 Jimenez de la Espada 4th B
Cartagena (Murcia)
Spain

● I'm a 15 year old Atari owner who would like to swap games and tips. So if you have a cassette player, write to me.
Darren Hind
Leics.

● I am a Spectrum owner from Finland. I am interested in finding a penpal who would like to swap software. I have over myself so write to me with your software list. I'm waiting for your letter.
Jukka Kasanen
Kumpu
58700 Sulkava
Finland.

● I am 14 years old and I would like a penpal who owns a C64 or as I da a C128. I would like to trade games, hints etc.
Cliff Nobrega
68 Roseville St
St helier
Jersey
C.I.

● Does anyone know of a hire club which specialises in hiring games for Memotech MTX 512 and also wants a penpal from Malta then get in touch with
Alfred Bezzina
No 4 St Christopher Flats
Kniard Street
St Julians
Malta

● I am a 15 year old girl who owns a C64 and needs help finding penpals. If any mere mortals wish to exchange views or just wants to chat, get in touch. All replies answered, from any country.
Diane Kemp
West Yorkshire

● I have recently bought an Amstrad CPC 6128 and I would like to correspond with other Amstrad users. Here in Portugal there is no support at all for the Amstrad and I would like some penpals to swap software hints and ideas
Sergio Vasquez
Rua General Silva Freire 151.
4D
1800 Lisboa
Portugal

● I am 12 years old and looking for a penpal who owns

a BBC B+ and a 40 track disk drive. I am looking for someone around my age who speaks English and lives in the Channel Islands or France.
David Ince
Bas de L'Allee
Trinity
Jersey
C.I.

● I am a 14 year old arcade addict. I own an Atari and a CBM 64. I would love to hear from a male or female who lives abroad, especially America — a blonde female American would be great
Phil Chambers
Warwicks

● We would like to draw the attention of your readers to S.M.U.G. — the Southampton Micro Users Group. This is a new group for users of Atari, Amstrad, Acorn and Commodore micros, who live in and around the Southampton area. We intend to have the group running by March '87, so, if you are interested then grab a pen and write to our man S.M.U.G. c/o C+VG. A reply paid envelope would be appreciated.
Mr I Campbell
Southampton

● I am a Commodore 64 owner who would like to exchange programs, cheat pokes, hints etc. If you are interested write to me at—
Barry Compton
Belfast

● Hi, my name is Emma Webster and I own a C16. I would like to get in touch with another C16 owner from anywhere in the world. I would also like to swap games and tips.
Emma Webster
Wiltshire

● One Amiga freak looking for other freaks all over the world! I also have the newest stuff available. Please write to me.
Markus Luehe
Moselstr. 17c
6086 Riedstadt 1
Germany

● I own a C64 computer with disk drive and would like to find penpals from any corner

of the world who would like to swap hints, tips, programs etc.
Dumini Patrice
66 Rue au Prunier
55240 Bouigny
France

● I own an MSX and where I live there are not many people to swap games and ideas with. So, if your lonely in your area and own an MSX please contact me.
Vikram Vuong
Charlton
London

● I am an Acorn Electron owner and I would like to hear from other Electron owners in the world. I would like to exchange games I have over 150 games and I am 12 years old.
Shaun Flannigan
Northern Ireland

● I am a Spectrum 48k owner and I would like to hear from other Spectrum users anywhere in the world. I have 250 games and would like to swap games and pokes. I am 14.
Maurice Dobson
Northumberland

● Hi I'm a CBM 64 owner and would like to trade pokes, hints and games — cassette only. I am really looking for Karate games. All letters answered.
Barry Roberts
Clwyd

● I own an Amstrad 6128 + 5 1/4" drive and I would like to hear from other users to exchange hints, tips or swap software. I have quite a large collection. Please write to
Tom Fiers
Beckendreef 3
B-9120 Destelbergen
Belgium

● I am a Spectrum 48k owner and I have all games apart from text adventures. I would like to make contact with other Spectrum owners anywhere, to write about games, maps, pokes, high scores anything about Spectrums. Please enclose a list of all your games.
Derrick Watson
Cheshire

● Hello Atari owners, I have an Atan 800 with disk drive and over 1000 titles of software on disk. Willing to swap with anyone interested. Please send a list with your letter
Robert Branstien
191 Rokeby Road
Hobart
Tasmania
Australia

● I am an Amstrad CPC 6128 owner who would like to have penpals from all over the world. I also have nearly 200 titles and would like to swap cassettes or disks.
Amud D Tommi
PO Box 467
Jeddah 21411
Saudi Arabia

● I am a 14 year old British Spectrum owner who would like to swap letters, software, hints and pokes preferably with overseas readers
Alex Symons
Glas.

● I am a Danish CBM 64 owner and I would like to get in touch with someone who would like to swap software, hints, tips and pokes. I have got a 1541 disk drive and a 1530 datasette
Jacob Stallfors
Enighedsvej 40
2920 Charlottenlund
Denmark

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A tactical war game. **£19.99/£24.99**



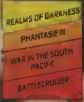
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A tactical war game. **£19.99**



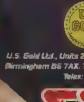
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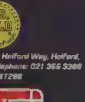
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NO POSITIVE
TRACE...

AIR FEELER

MOVING TO
UPPER LEVEL...

GRZKPKK!!!

CONDITION RED!
LOWER LEFT ARM
IMMOBILIZED
ASSUMING OFFENSIVE
MODE...

PICKING UP
MOVEMENT...
SUSPECT IN
CLOSE PROXIMITY...
SOMETHING'S
WRONG HERE...

"WHAT THE HELL'S
HAPPENING THERE..."

SITUATION CRITICAL!
REQUESTING IMMEDIATE
BACK-UP...

HAVE VISUAL
CONTACT...

"GODDAM...
IT'S A
ROACH..."

CABLES
SNARING
ME...

ARMS IMMOBILIZED!
CANNOT RETURN
FIRE...



LIEUT. LAW



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ARTWORK by JERRY PARIS
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AR00341352: KENOLOGIC I, PROFILE

NAME: DU-SS UR POCA
DOB: N/Y AGE: 139 EARTH STANDARD (APPROX)
HEIGHT: 1.70M WEIGHT: 280 KILOS
BENDER: AUTOSEXUAL I.O.: 190 (APPROX)
SYSTEM OF ORIGIN: KRAYA, 4TH PLANET,
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LAWN/DOWN
HERE, I'M ALRIGHT...
HEY! WHERE'S THE
REST OF ME...?

THE
ROACH...
IT TRACKED
US HERE
SOMEHOW...



MUST BE IN
ONE OF THE
APARTMENTS
BELOW...

WINGED
ME...



COME ON,
SPILL LANE...
TIME FOR A
STRATEGIC
WITHDRAWAL...



WE'RE ON
THE 53RD
FLOOR...

WHERE WE
GONNA GO...?

OH NO...
TELL ME
YOU'RE
NOT...

YOU
WOULDN'T...

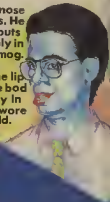


AW, HELL,
YOU DID...

TO BE CONTINUED...

Once Tony Tokoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag.

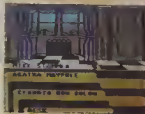
So read on for the mon who shoots from the lip of the good, the bad and the ugly in the software world.



"You broke, you broke," she sobbed trying to slap my face. Takai! Easy, honey I didn't kill him. But I'll find out who did!"

I flipped open my pack of Tic Tac and half way through bouncing 3 off my forearm she lunged wildly trying to slap me round the head.

I leant over the corpse and decided it was time to boot up **Killed Until Dead**. This case was getting out of hand!



The month's offering is a VERY classy who-is-gonna-do-it Na! I don't have a screw loose! Just keep reading

You take on the role of top detective Harcourt Holmes. You have to discover the would-be-murderer. Potential victim, weapon, location and motive BEFORE the act is committed.

It's a fun slant on a tried and trusted theme.

Killed Until Dead comes from that classy U.S. outfit Accolade. As with all their previous releases, it's a very well presented and classy quality.

You start the game with a hi-res screen and the game fills out against an eerie mansion. There is a digitised thunder clap and a ball of lightning flashes down the screen.

You're then given a brief scenario explaining the scene and your role in the events to come.

You are given the choice of

winning the Hercule School of Sleuthdom (honest!) or going straight into the game.

If you play the game you choose one of four difficulty levels (from Elementary, my dear Watson, Murder Medium Rare, Cases for the Cunning and Super Sleuth!) and then get on actual mystery to solve.

On the easy level (well what did ya expect!) there are seven cases—available, Weight Watchers, Mars Needs Women (huh?), Beauclaire or Bust, Hold the Mustard, Banana Falls, A Case for the Birds and Fast Food Fight.

I chose Weight Watchers (ah-hem) and was presented with a lovely pic of a man sitting behind a desk with his hand outstretched.

From here on the slanting begins. You can choose any one of four main sections on the table to investigate.

Surveillance lets you look over the house keeping tabs on the

suspects. You have monitor (video), tops (conversations) and break-in.

The second section is a stock of files which give you a run-down on the five characters in the mystery, Mike Stammer, Claudia Van Bulow and Agatha Maypole.

To help you along the telephons occasionally rings and drops you pointers where you should be looking for answers.

It's one of the slickest adventures — did I really use that word? — to worm its way into my drive.



There was a time when just about anyone could sit down and write a game — and give it a little skill and imagination, make a living.

Today the market has become VERY professional. And this is not all good news folks...

Take a typical professional game that received excellent ratings for graphics and sound but still did not deliver in the playability stakes. A number spring to mind, the most recent being **Cosmic Bakery**. The attention to detail was almost faultless BUT there was virtually no gameplay or lasting interest built into the design.

Why am I harping on about programming this month? The main reason is that I took three months out and decided to write a game back in December 1985.

I make a vow to write totally original arcade games, that were heavy on playability and had an exciting design.

Strangely enough, I really was not sure whether I could write a game. I was very lucky and was given a flying start by Richard Laimfelner (he of **Cauldron** fame) who taught me the basics.

I have now written two games for me C16/14 — **Starburst** — and have bought myself a BMW 628 sports coupe with the royalties.

What is the moral of all this? Well, there is money to be made even if you don't have super graphic and sound people to enhance your games. PROVIDING you know the market you are aiming for and can produce something people want to play.

The biggest problem encountered to date has been

finding the right company to market my games. This, I would imagine, is one of the biggest problems facing other authors.

A lot of people have asked why I did not market my own games since I have been around the micro scene for years.

The answer is simple and painfully obvious. It costs a great deal of money, and time, to market a game properly. Today if you cannot get your game into the big chain stores, odds are it will bomb out and not achieve anything like its potential sales.

I had decided quite simply to design and write games and let someone else market them while I put my energies into developing new, original and exciting concepts.

If you can write an original game then take a chance and

DO IT! But beware of conversions. These tend to be soul-destroying, repetitive work.

Another major area to watch out for is to make sure that the company buying your game will do it justice. In the form of press launches, adverts, demos to mags and selling to stores.

It would be nice to write AND sell my own games. But the reality today is that this is virtually impossible.

Tim tells me that I can do a full blown feature on my experiences with designing and marketing games in a future issue.

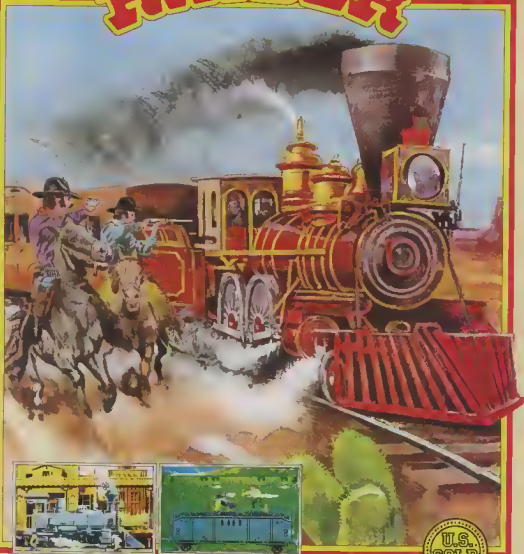
Drop me a line if you have had some bad encounters with software companies, or if what YOU would like to see in C-VG's feature on writing and marketing your own games.

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Screen shots taken
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